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- NBA JAM
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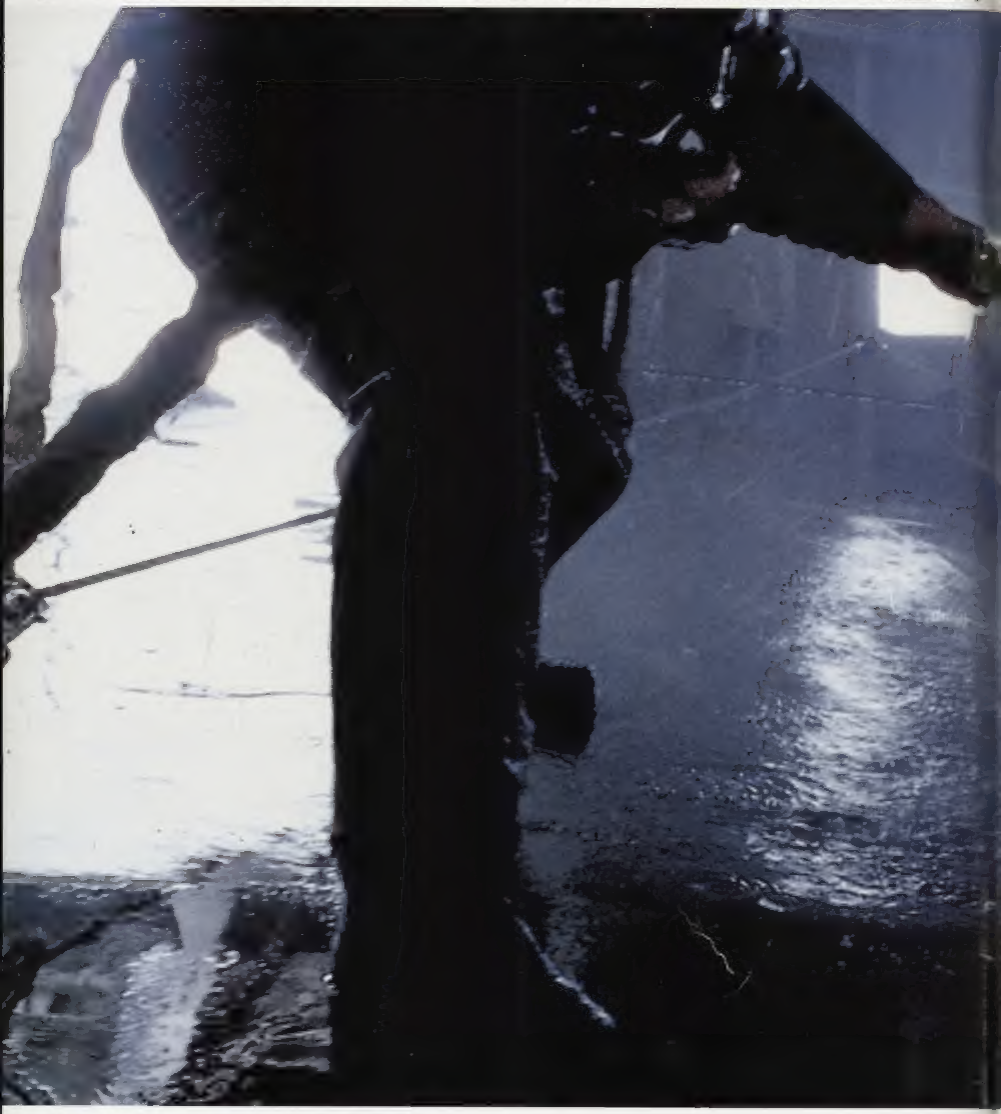

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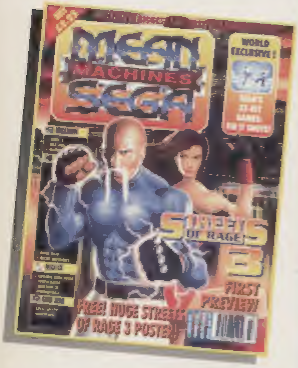

STREETS OF RAGE 3

Is there no end to our genius? Nope. You wanted, and we've got it — the complete, behind-the-scenes story of Streets Of Rage 3! As Axel, Blaze, Skate and a new character Zan battle their way through wave after wave of bovver boys and the like, we were there every step of the way. You can read all about it on PAGE 24 where the game is revealed in full. Are we good to you or what?!

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MEGADRIVE

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He's back for a third outing — with Tails again in tow. Sega claim Sonic 3 has larger levels, more features, and more baddies, and we won't argue with that. But how does it bear up against the rigid MEAN MACHINES SEGA reviewing process?

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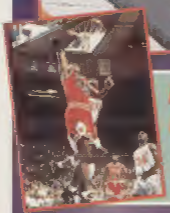

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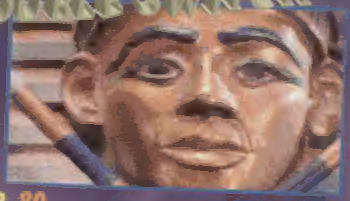

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How does the classic C64 game of yesteryear transfer onto the daddy of all console systems? Find out in this exclusive preview!

EXCLUSIVE! CHUCK RACER 110
Core Design take on Super Mario Kart head-to-head with this stunning-looking racer. Just remember, you saw it here first!

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Life is often funny. Life is often sad. The Editorial pages are just the same. Yes, it's time for more irreverent lists and stories about the luvverly team behind this very mag.

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We've just flown back from the CES show in Las Vegas — boy, are our arms tired. Crap joke aside, all the latest news on forthcoming Sega titles are all present and correct — just for you, dear reader...

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Mr Grouchy himself returns for another bout of letter-answering hilarity.

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PAUL'S TIPS 36
In between writing love letters to Kirby, Ariel the Little Mermaid, and the girl out of the Bisto ads, Paul Davies returns to tickle you all pink with his usual myriads of tips, cheats and tactics. Wottaguy.

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Diddled by a dodgy importer? Fear not, those you could trust with your right kidney are revealed within these hallowed pages.

NEXT MONTH 113
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FEATURES

MASSIVE CES REPORT! 10
All the latest news from the Las Vegas Consumer Electronics Show including Sega's unveiling of their first 32-bit Saturn games — and we've got exclusive shots, including those of the brilliant Virtua Fighting conversion! We've also got pics of the new Megadrive/Mega-CD machine, and news on all the latest Sega releases. If you want a glimpse into the future, look no further...

EDITS

WHODUNNIT

EDITOR
STEVE 'Seahaven' MERRETT
ASSOCIATE EDITOR
LUCY 'Masterchef' HICKMAN
ART EDITOR
OSMOND 'Flippin' Covers' BROWNE
PRODUCTION EDITOR
GUS 'Dirk Daring' SWAN
CONTRIBUTORS
RADION 'Trainee Hitler' AUTOMATIC
PAUL 'Cash-Wasting' DAVIES
PAUL 'Nine' GLANCEY
DESIGNER
CLAIRE 'Nobody Told Me' COULTHARD
DESIGN CONTRIBUTOR
PETE 'Sterling' STITSON
GROUP AD MANAGER
MELANIE 'Fiery' ROBERTS
DEPUTY AD MANAGER
MARIE 'Bless Her' LAWLOR
PRODUCT MANAGER
NICHOLA 'Sheepish' BENTLEY
PRODUCTION ASSISTANT
VICKY 'David' JACOBS
PUBLISHER
MARK 'Da yer' SWALLOW

SPECIAL THANKS TO: As ever, if it wasn't for the following suppliers of fine software we'd have nobody to thank. Martin of the Video Games Centre, Bournemouth (0202 527314) and George at ICE Distribution (0302 340179) - especially for the loan of Socket this month. Thanks guys, much appreciated...

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FAX: 071 972 6701
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COMPETITION RULES
EMAP IMAGES staff and their families, friends and anyone we like are ineligible for any competitions that Mean Machines Sega runs. It's a pity really, as Steve had his eye on that Gremlin video prize. Mind you, the Editor's decision is final...

OOPS!
In last month's mag, we gave Castlevania's sound 99%. This was a cock-up, and it should have got 90%. Also, we forgot to add the score for Buggy Run. Feel free to award it 60%. Finally, Virtua Racing won't be £34.99 as reported. The person responsible has been shot (again).

THE SUPPOSEDLY FUNNY BIT
Hey, I like this. I suppose as Editor I get to write whatever crap I like in this tiny — but easy — space. Mind you, I suppose they'll all want me to be funny all the time like I was when I was on NMS. Mind you, that stopped being funny when I left, so there's hope yet.

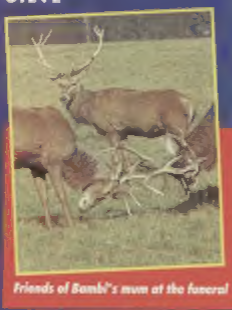
Chomp! — the Phantom.

It came to pass that, after months of to-ing and fro-ing, Richard Leadbetter decided to leave MEAN MACHINES SEGA to work on his other magazine before he split into two seperate entities. Thus, with Richard gone a successor had to be found. The good Lord EMAP sent his hordes across Britain in search of someone the MEAN MACHINES SEGA slipper would fit. As the many courtiers returned from a fruitless search across the world, a small voice said, 'gis it 'ere, I'll have a go.' It was indeed a bundle of rags known as Steve Merrett, a runty little nobody who scraped a living working on a tiny insignificant mag, but nevertheless he proferred his service and - surprisingly - the magazine fitted!

Hallelujah!

Yes, MEAN MACHINES SEGA has a new Editor, and it's me who's responsible for the appalling piece of drivel above. Still, the rest of the mag is far better and inside you'll find exclusive reviews of Ground Zero Texas, NBA Jam, and Bubba'N'Stix - all this and a fantastic Streets Of Rage III preview and poster, too. And if you think that's good, wait until next month - it's going to blow your minds. Until then, take care now, y'hear...

STEVE



Friends of Bambi's mum at the funeral

THE TEAM

STEVE 'TIE A YELLOW RIBBON' MERRETT

"I had to go into hospital to have an abcess removed from my bum," recounts a wincing Steve. "After the operation I had to have the hole they cut out packed with this yellow, antiseptic ribbon to stop infection. After that, though, I had to keep pulling it out every morning so fresh stuff could go in - and it was several feet in length! Even now, I can't watch Paul Daniels pull reams of flags from his capacious pockets..."

CURRENT FAVE GAMES:FIFA, BUBBA'N'STIX, CHUCK RACER

LUCY "ALLO OLIVE' HICKMAN

A Tetanus jab revealed that our luverley Ass Ed was alergic to them! Having trodden on a rusty nail, Lucy had to go in for a jab. "The only reason we found out I was allergic to the jabs was because my armed swelled up to three times its normal size," says our resident Popeye lookalike. Ug-ug-ug.

CURRENT FAVE GAMES:CASTLEVANIA, ETERNAL CHAMPIONS

OZ 'SINGING DETECTIVE' BROWNE

During his recednt treatment for Varicose veins, Oz was given special pills. "I never normally takes pills - not even if I have a headache," says our man with the crayons, "and I never will again as the ones the hospital gave me made all my skin peel off." It's not

DEATH DECOMES THEM

Just to show that Mortal Kombat's gore hasn't affected us in any way (M'lord), here's a list of our favourite movie deaths...

STEVE: "The bit in 'Day Of The Dead' where this zombie uses a soldier's head as a bowling ball."

LUCY: "Bambi's Mum's death."

OZ: "The dagger/snogging scenario in The Hunger."

GUS: "The end of War of The Roses."

CLAIRE: "The suitcase bit in Henry: Portrait Of A Serial Killer."

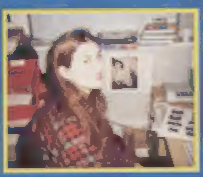
ORIAL

Illness, eh - it's horrible. As if having a permanently runny nose or bum isn't bad enough, there's the adverse side-effects to deal with...

all bad, though, as Oz managed to get a extra three days off work by leaving one of his shed husks behind his desk.
CURRENT FAVE GAMES:GROUND ZERO TEXAS, SONIC 3, STREET FIGHTER II

ANGUS 'DIZZY' SWAN

"Whenever I get really ill, I completely lose my sense of balance," says our newly-promoted Production Editor. "This results in much hilarity as I try to steady myself enough to throw up - and hit the target." It must also be said that drinking fizzy pop also has this effect on Gus as many a time he has been seen staggering down the road after a few 'sherberts.'
CURRENT FAVE GAMES:DRAGON'S LAIR, VIRTUA RACING, DOUBLE SWITCH



CLAIRE 'RASH DECISION' COULTHARD

"During one particularly bad illness I was given penicillin to combat the infection. It was the first time I'd taken it so I wasn't exactly expecting to be allergic to it! The result was I broke out in this really disgusting rash which spread all over me." Yeah, and isn't it about time it cleared up, Claire...
CURRENT FAVE GAMES:CLAIRE DOESN'T HAVE A MEGADRIVE.(SOB SOB)

OI, THAT HURTS

Establishing order in the MMS office is far from easy. Here's a guide to how we placate noisy members of the team:

1:CHINESE BURN Simple, this one. Simply clasp victim's arm with both hands, and twist hands in opposite directions. Guaranteed to make them wince and leave glowing red arms.
2. CHINESE BICYCLE RIDE: Why is it that all these pain-inducing things have the 'Chinese' prefix. I'd hate to go to school there if that's what they do all day. Ah well, ensure you victim's head is firmly between your clenched fists and rotate your knuckles against their head in a pedal-style fashion. Ooyah!

3. COWBITE: Particularly nasty, these. Grab the saggy skin slightly above and behind the knee with your fingers. Now twist viciously.
4. SPOONING: You need a metal spoon (any size) for this one. Simply tap spoon on the crown of victim's head for instant mirth.

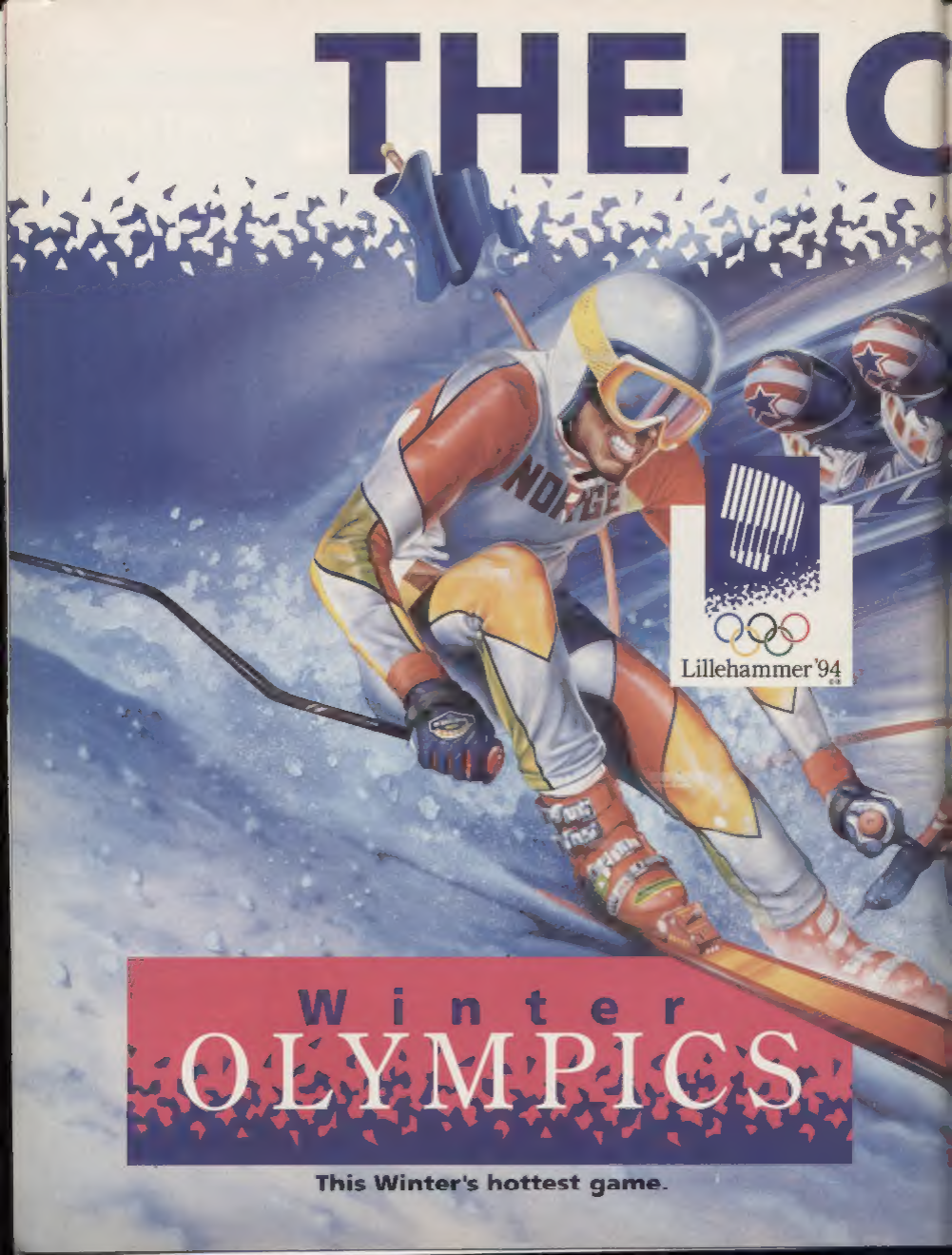
5. DEAD LEG: Slightly above the knee, to the outer side of the thigh there's a small indent in the muscle. A well-placed knuckle here results in the victim collapsing as the leg suddenly loses all feeling! Can also be used on arms.

WIN! ADDAMS FAMILY GOODIES

They're a nice bunch at Acclaim, and that's for sure. To celebrate the arrival of Megadrive, Master System and Game Gear versions of The Addams Family in February, they've given us ten limited edition Addams cameras and ten T-shirts to give away. The T-shirts feature the ever-handy Thing on the back, whilst the disposable cameras are unique in that the first picture it takes always has Gomez and his clan in the background! To win a camera and a shirt, simply answer the following question and put the answer on the back of a postcard addressed to the MEAN MACHINES SEGA offices:

What's the name of Gomez's daughter?
A. Wednesday
B. Tommorow
C. Friday

THE IC



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Breathe deep...muster your reserves... focus yourself ... then **GO GO GO FOR GOLD !**

Just remember one thing: never look back.

Winter Olympics. It's hot.

Screen shots from a selection of available formats (see above)

U.S. GOLD

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CES SHO

Huzzah! It was CES time again at the start of January, and our man in the floral shirt, Richard Leadbetter was there gathering all the latest info on the Sega scene. Take it away, Ricardo...

Rich here, furiously typing away on my portable PC inside a top Las Vegas hotel during the Winter CES Show – THE showcase for video games. Just about everything that Sega has to offer over the first six months of 1994 is on show here - including greats like Sonic 3 and Virtua Racing and mere sadness masquerading in cart form like Popeye. Check out this full report, where I inform you, the beloved reader, about the lot - and I gloat a lot because I've seen the Saturn.

SEGA SATURN: AN OFFICIAL ANNOUNCEMENT

Sega of America finally announced that they are releasing a machine called Saturn. It's 32-bit, it's utterly amazing and I have seen the machine in action.

Saturn is the next generation in terms of video game hardware. Nothing available at the moment can touch it in terms of performance. The machine is packed full of incredible hardware (check out my news report in the August issue of MEAN MACHINES SEGA for the full spec) which produces arcade-quality visuals.

Saturn is a CD machine, which disappointed a lot of people. However, the linear games and slow access time synonymous with CD should now become a thing of the past. Saturn has a *quadruple* speed CD drive capable of loading 600K of data every second. Quite impressive. The machine also has a three or four megabyte memory cache for the CD (some reports say it is four megs - my latest source claims it is only three).

Much has been written about what Sega have put into Saturn. MEAN MACHINES SEGA has gone one better – we've got ACTUAL Saturn screenshots! Two games are exclusively revealed here. I have actually seen a total of four games in action on the machine, and we'll be reporting on these next issue.

CES

THE GAMES

Four Saturn games are as near as dammit complete. Sega of Japan have released a tentative initial release schedule - the biggest games are Sonic the Hedgehog, Virtua Racing and (cue fanfare)...

VIRTUA FIGHTERS

Your eyes do not deceive you. This is an actual Saturn shot of Virtua Fighters. What's more, I have seen the game in action and it is simply astonishing. The game is virtually identical to the arcade machine. You want super-smooth, totally lifelike characters with amazing polygon action? You got it. VF IS is the coin-op! Perhaps in more ways than one...

Look, look, look! It's Virtua Fighters look? Blimey, it's identical to the coin-op and everything...

Deep Space Nine in all its platformy glory. Now you, too, can be Commander Benjamin Sisko and, er, run around being nice to people.

THE FULL WORKS

Listed here is every game shown at the CES. Some we have covered before, but others were only mentioned in passing but we thought you'd like to hear about...

MEGADRIVE

GOOFY'S HYSTERICAL HISTORY TOUR – ABSOLUTE
BARKLEY: SHUT UP AND JAM – ACCOLADE
SPEED RACER – ACCOLADE
BRETT HUL HOCKEY – ACCOLADE
UNNECESSARY ROUGHNESS – ACCOLADE
SHANGHAI II: DRAGON'S EYE – ACTIVISION
SORCERER'S KINGDOM – AMERICAN SAMMY
SNOW WHITE HAPPILY EVER AFTER – ASC

WTIME CES

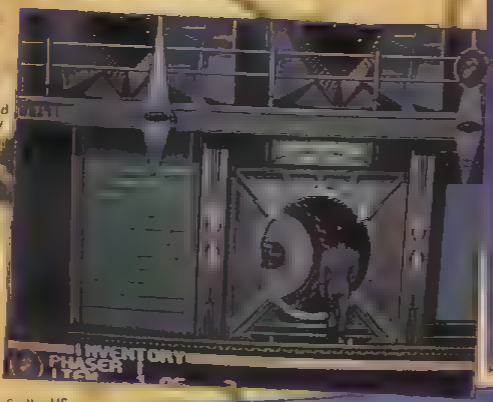
DEEP SPACE NINE

Star Trek fans will be overjoyed to hear that the latest saga, Deep Space Nine, is being converted onto the Megadrive.

The game is a sideways scrolling arcade adventure, drawing heavily on plots and situations from the Sega TV series. Players can control the DS9 heroes Sisko, Kira, Bashir, O'Brien, Dax and even the shapeshifting Odo. It's looking a bit dodgy at the moment (the screens are absolutely tiny), but Playmates, who are producing it, point out that the game is still in the early days of development.

Incidentally, Playmates are the toy company behind the Star Trek toys and are going to bundle an exclusive limited edition Commander Sisko action figure with the game (in the US only, I'm afraid).

One of the crew of Deep Space Nine's base find himself lost in the same corridor set used by Doctor Who, that bit in Space 1999 and all of Blake's 7.



SEGA VR DELAYED

Sega of America have released that the VR headset for the Mega Drive will not be released until [illegible]. Sega say that they want to make sure that the headset is perfect before it is released, and that they have been working on it for a long time. They also say that they have been working on it for a long time.

Wow, Saturn Soccer in all its glory. I bet it's so detailed you can see the players' sweat. Or something.

SATURN SOCCER

Saturn Soccer is another of the 32-bit titles I discovered at the show. The game isn't anywhere near as impressive to look at as Virtua Fighting, but it's still extremely decent stuff. Saturn Soccer is a footy game with a totally lifelike pitch and highly realistic action. The pitch and players are rendered in 3D, with the machine able to display the action from any angle possible. This shot doesn't really do justice to the game which looks is brilliant, but, hey, it's better than nothing.

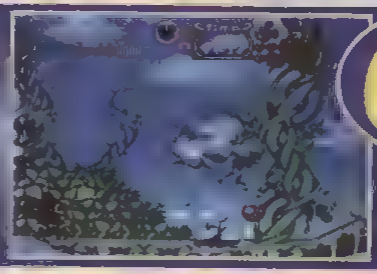
POPEYE THE SAILOR MAN – AMERICAN TECMO
NBA JAM – ACCLAIM
NBA JAM – DATA EAST
DEFENDERS – DATA EAST
[illegible] – ACCLAIM
SKELETON KREW – CORE
HIGH SEAS HAVOC – DATA EAST
[illegible] 94 SHOWDOWN – EA
WING COMMANDER II – EA

CAPCOM TAKE THE MICKEY

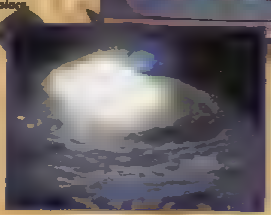
Capcom disappointed every die-hard game fan at the CES Show by not revealing one iota of information about the release of [illegible] II - a game/conversion to the Megadrive.

However, they did unveil one new title: a conversion of their stunning Super NES platform game, The Magical Quest, Starring Mickey Mouse. As you can see from our screenshot, the game is fab to look at and plays well – but isn't in the same league as Sonic 3 by any stretch of the imagination. Look out for a preview soon, as the game is being released in the Spring (in the US anyway).

CES



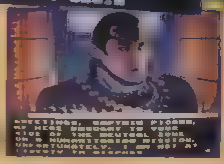
[illegible] William Shatner's alleged baldness, they saved themselves trouble by making Picard in the first place.

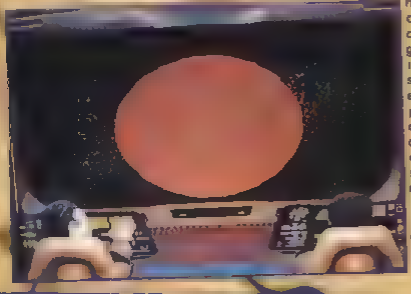


SEGA MAKE IT SO WITH STAR TREK

After being delayed for over six months, Sega were finally ready to unveil the Megadrive version of America's top show Star Trek. The Next Generation.

After an exhaustive play-testing session, we can reveal that the game looks rather smart indeed. The same attention to detail seen in the programming is here in the game (the on-board computer contains a vast portion of the knowledge contained in the show's writers'/directors guide!). Although the graphics are a bit ropey, the strategic/arcade gameplay is excellent and the atmosphere of the TV show is successfully captured, mostly due to the masses of sound effects sampled from the show. We should be reviewing this one rather soon now – look out for a later issue of MEAN MACHINES SEGA for the full gen.





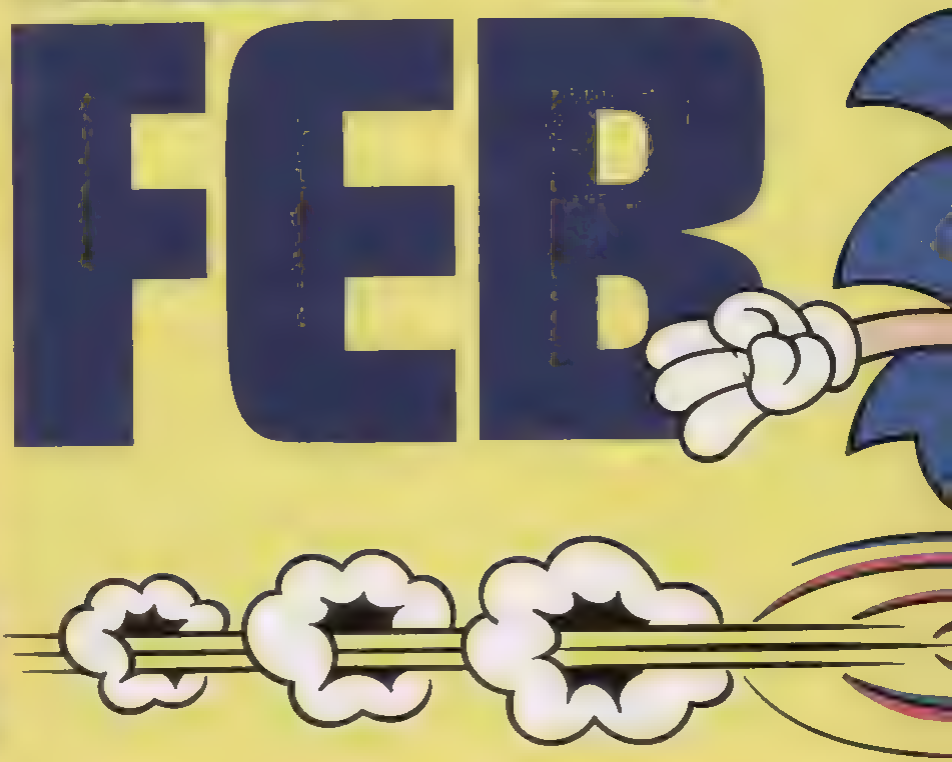
ANDRETTI RACING – EA
PGA TOUR GOLF II – EA
[illegible]

MICKEY'S ULTIMATE CHALLENGE – HI-TECH
WE'RE BACK – HI-TECH
[illegible]

JEOPARDY! DELUXE EDITION – GAMETEK
JEOPARDY! SPORTS EDITION – GAMETEK

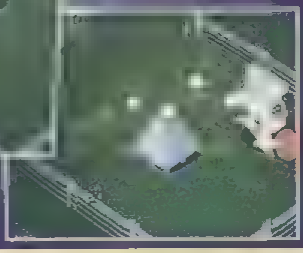
WOLF CHILD – JVC
CHESTER CHEETAH: WILD, WILD QUEST – KANEKO

24 FEB



CES

▼ *Battletech's big robots wander around looking for some small druids to bully.*



BATTLETECH IS SMART

Overall I was a tad disappointed by the lack of innovation in games on offer at the show, but one of the more promising titles I had a look at is a conversion of the Battletech fantasy role-playing game.

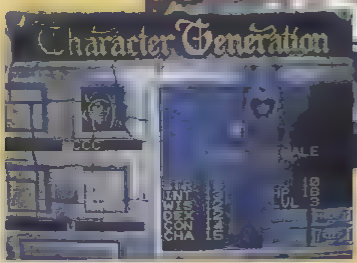
The Megadrive version is an isometric-view blaster of enormous proportions and promises to be "right funky". I spent a long while with this one and reckon it's going to [illegible] while examine our spyshot.

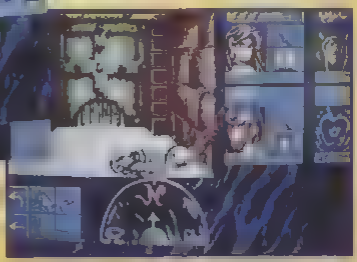
My, what an exciting show the CES was. Not that you'd know from this bog-awful screenshot.

TOP CLASS RPG ACTION

The CES Show proved to be a veritable goodie-bag of exciting RPG action. Perhaps the most impressive title on offer was a Mega-CD conversion of Eye of the Beyonder which features incredible CD music from Streets of Rage maestro, Yuzo Koshiro.

Might and Magic 3 was a so on show which looked fairly interesting if a bit dated. RPG fans should also be aware that Shining Force 2 is coming out this promises to be excellent (no pics on this one, I'm afraid as Sega didn't have [illegible] spy).





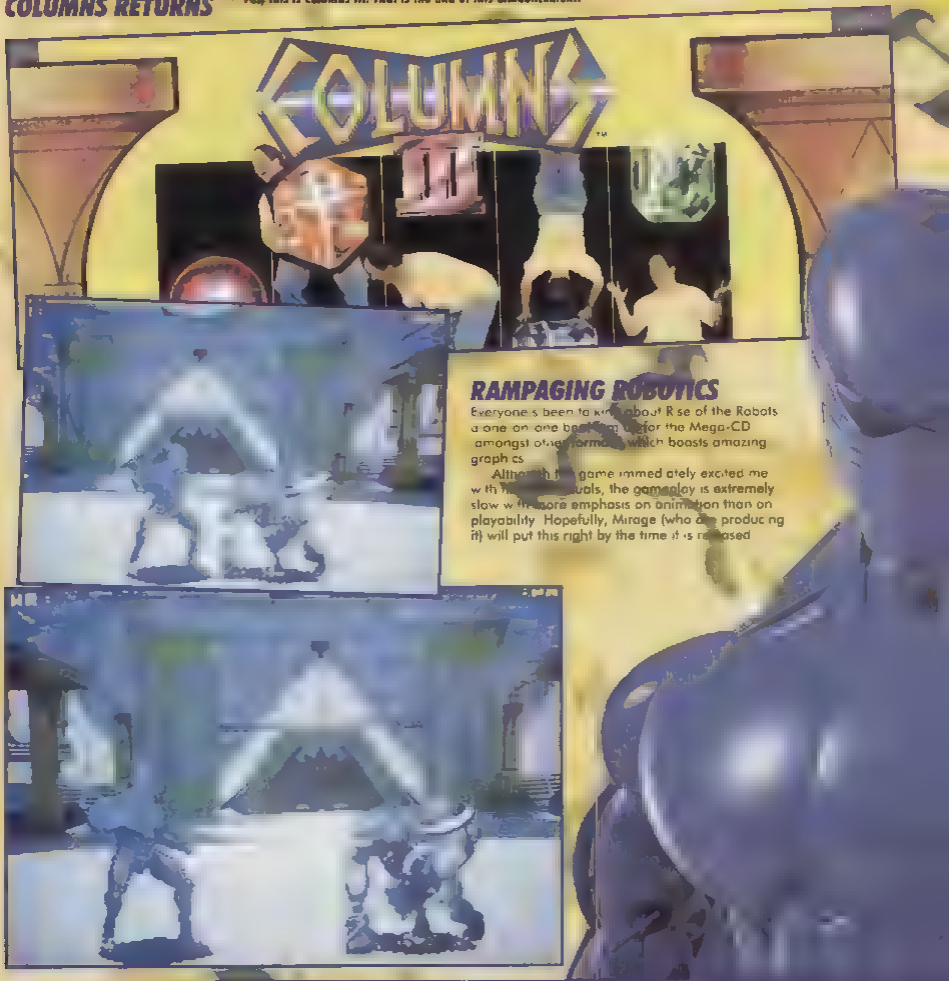
▲ *Claire! Are you sure this is best screenshot of the entire show? Personally, I think you're fibbing. Steve...*

FIDO DIDO – KANEKO
SOCKS THE CAT – KANEKO
[illegible]
STAR QUEST – NAMCO
RISK – PARKER BROTHERS
CLUE – PARKER BROTHERS
MONOPOLY – PARKER BROTHERS
STAR TREK: DEEP SPACE NINE – PLAYMATES

EXO-SQUAD – PLAYMATES
SHADOW OF THE [illegible]
[illegible]
GLOBULE – PSYGNOSIS
SUPER BATTLESHIP – SOFTWARE TOOLWORKS

COLUMNS RETURNS

Yes, this is Columns III. That is the end of this announcement.



RAMPAGING ROBOTICS

Everyone's been talking about Rise of the Robots one on one beat 'em up for the Mega-CD amongst other formats which boasts amazing graphics.

Although the game immediately excited me with its visuals, the gameplay is extremely slow with more emphasis on animation than on playability. Hopefully, Mirage (who are producing it) will put this right by the time it is released.

CHAMPIONSHIP POOL – SOFTWARE TOOLWORKS
BATTLE – [illegible]
[illegible]BYTE
[illegible]
[illegible]
RAINBOW ISLANDS – TAITO
JOE AND MAC – TAKARA

FATAL FURY II – TAKARA
KING OF THE MONSTERS
SYLVESTER AND TWEETIE – TECMAGIK
STEVEN SEAGAL IN THE FINAL OPTION – TECMAGIK
PINK PANTHER – TECMAGIK
TECMO MUPPA BASKETBALL – TECMO
[illegible]
TECMO SUPER NBA BASKETBALL – TECMO
PRINCE OF PERSIA – TENGEN

REBEL ASSAULT TRIUMPHS

DOWN

The big game of the last CES was definitely Rebel Assault for the Mega CD. Although in the very early stages of development it looked spectacular. The recently-released PC version was stunning

[illegible] Beta version of the game at the show [illegible] instantly wowed with its amazing graphics, awesome atmosphere and brilliant musical score from the London Symphony Orchestra. However, the game is very slow and the control mode MUST be sorted out by the time of release or Mega-CD gamers are in for one hell of a disappointment. So to make sure **NOTE FOR JVC: SPEED UP THE CONTROL MODE IN REBEL ASSAULT!** Let's hope they do something about it because this game could be awesome

'You'll never believe who I had in the back of my X-Wing the other day...

CES

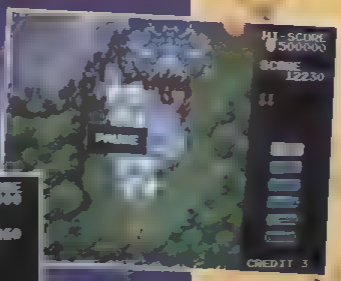
INTERPLANETARY LIZARDS OF THE TEXAS PLAINS – TENGEN
TIME KILLERS – THQ
TIME TRAX – THQ
TOTAL CARNAGE – THQ
ARENA – THQ

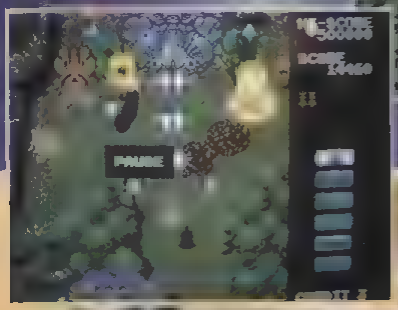
[illegible] AND BUTT-HEAD – VIACOM

GRINDSTOMER: TOP BAST

Tengen's new titles looked quite thin on the ground at the CES – however, [illegible] that looks rather [illegible]

Grindstormer [illegible] ficially [illegible] very [illegible] this one soon.





Grindstormer: you get to shoot things.

SEGA'S NEW MACHINE UNVEILED

Sega used the CES Show to officially unveil their new machine. No, it's not the Saturn – it's the MultiMega.

As you can probably gather from our pictures, it's a portable CD player but it's also a Megadrive and Mega-CD. What's more, it's utterly brilliant. The hardware has two modes. MUSIC puts the MultiMega into portable CD mode – the quality is very good indeed. GAME mode needs the use of an AC adaptor and allows you to play any Megadrive or Mega-CD product. It's a very compact, very impressive piece of kit and will be released over here in April for about 350 of your English pounds. Funnily enough, the [illegible] known as the CDX in the USA. I wonder why they didn't call it that here?

SUPER SUB-TERRANIA

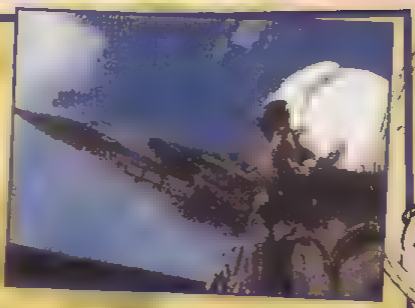
Megadrive gaming got "back to basics" at the CES Show with the unveiling of Sub-Terrania. It's a very decent-looking, eight-way blaster that bears more than a passing resemblance in terms of playability to games like Thrust or Gravitar in that you have to use your ship's thrust to combat the laws of gravity whilst solving the [illegible] It [illegible] should be out over here by the summer with a sooner US release date.

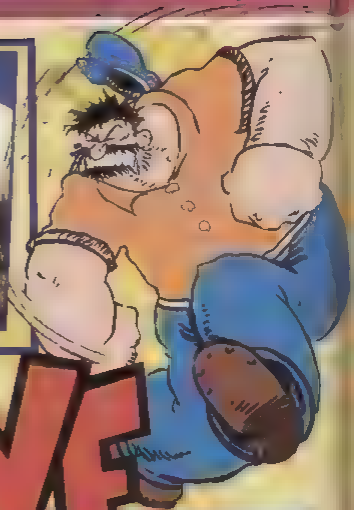
COLUMNS III – VIC TOKAI
TOP GEAR II – VIC TOKAI
CAESAR'S PALACE – VIRGIN
MADDOG MCCREE – AMERICAN LASER GAMES

WHO SHOT JOHNNY ROCK – AMERICAN LASER GAMES
MADDOG II – AMERICAN LASER GAMES
CRIME PATROL – AMERICAN LASER GAMES
SPACE PIRATES – AMERICAN LASER GAMES
MORTAL KOMBAT – ARENA
HARRIER – DOMARK
SID AND AL'S INCREDIBLE TENNIS – DYNAMIX
STELLAR FIRE – DYNAMIX

CD SHOWCASE

Sega devoted a large section of their stand to the Mega-CD and offered a game known as Tom Cat Alley to promote the system. This first-person perspective combat game uses the wonders of the Mega CD's full-motion video to create a realistic viewpoint. This is looking pretty good – CinePak has been utilised to good effect with ALL the full-motion video being completely FULL-SCREEN. Huzzah!





POPEYE

POPEYE HITS MEGADRIVE

Popeye is coming to the Megadrive in you guessed it a platform game. The game looks exceptionally good at the moment. Hopefully the programmers will have sorted it all out by the time is released but from what I saw I wouldn't get your hopes up if I were you.

CES

NHL '94 – EA
BILL WALSH COLLEGE [illegible]
BATTLE FANTASY – EXTREME
THIRD WORLD WAR – EXTREME
BRUTAL – GAMETEK
ALEXANDRIA – [illegible]
REBEL ASSAULT – JVC
RISE OF THE ROBOTS – JVC

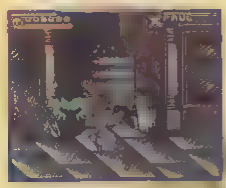
INDIANA JONES AND THE FATE OF ATLANTIS – JVC
[illegible]
MY PAINT – SADDLEBACK GRAPHICS
JEOPARDY! – SONY

VIRGIN AND DISNEY TEAM UP AGAIN!

If you [illegible] people [illegible] Aladdin [illegible] Virgin [illegible] means [illegible] seen [illegible]

Co[illegible] reveal[illegible] Propos[illegible] is The[illegible] lookin[illegible] How[illegible] mer[illegible] prot[illegible] The Li[illegible] anim[illegible] (the fi[illegible] before[illegible] Simba[illegible] 'learns to outr[illegible] and accept[illegible] lenge o[illegible]'. Er, right.

Inside[illegible] the film re[illegible]ible – easily bet[illegible] Mouse fare). The word from Virgin is to expect similar things from the game. This should be one very hot title. We'll keep you posted.



MORE SPIDEY ACTION

Spider-Man returns to the Megadrive in a new adventure Spider-Man and Venom in Maximum Carnage recreates Spideys longest-ever comic story and features two-player action as the web-slinger and arch-enemy Venom team up to put an end to the horror of mass murderer Carnage. It's sideways scrolling beat 'em up platform action where as Acclaim play it safe with the gameplay. Oh well, let's hope it plays well.

WHEEL OF FORTUNE – SONY

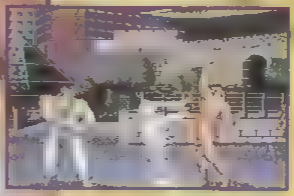
[illegible] WORKING DESIGN

HEART OF THE ALIEN: ANOTHER WORLD – VIRGIN

UHSRA MONSTER TRUCK WARS – ARENA
TRUNSKI – CORE DESIGN

CES

A nasty case of Elephantitis of the hand if ever I've seen one.



FATAL FURY 2!

It seems that the Megadrive is going beat 'em up crazy, albeit slightly late.

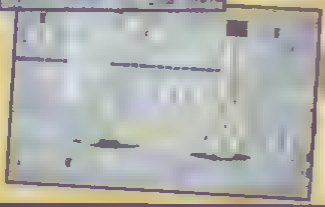
One of the latest contenders is Takara's Fatal Fury 2 – converted from the Neo-Geo coin-op of the same name, Fatal Fury 2 looks very close indeed. The gameplay is very much like Street Fighter, and although there are loads of special moves (the game is six-button pad compatible) and has a good feel to it, SFII and Eternal Champions have nothing to worry about.

GEAR OF THE TOP VARIETY

The Top Gear series of driving simulations [illegible] the [illegible] 2 is [illegible] playable [illegible] simulation with one or [illegible] player action. It looks and plays rather well, even if it is excessively unoriginal.

KING OF THE MONSTERS 2!

Takara responsible for Fatal Furies 1 and 2 are set release a follow-up to their saddest ever king of the Monsters. Like the first game it sees you and another player legging it about destroying buildings. Yes, it does have a lot more features than the original game but it still doesn't look much cop.



King Of The Monsters 2 tries to fool us by looking identical to its predecessor. The rotter...

SIDE POCKET – DATA EAST
MARKO'S MAGIC FOOTBALL
SUPERBIKE 2
CHOPLIFTER 3
RIDDICK BOWE
ROBOCOP III – FLYING
BART MEETS RADIOACTIVE MAN – FLYING
THE ADDAMS FAMILY – FLYING EDGE

The official Street Fighter II Player's Handbook Limited Collector's Edition!

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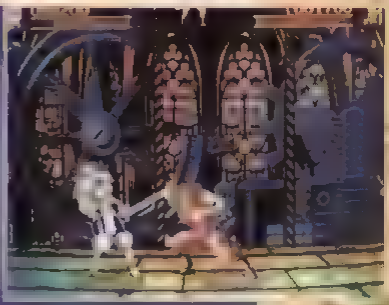
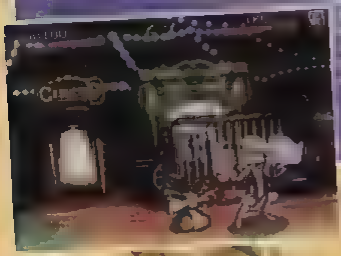
CES

YET MORE ONE-ON-ONE

It certainly was the season for one-on-one beat 'em ups at the CES – even though the battle is effectively over what with the release of SFII and Eternal Champions



Sonic does kung fu kicks, right, and this could be dot World Harvest



US GOLD IN SOCCER SHOCKER

US Gold used the CES Show to officially announce that they have the licenses to produce a videogame based around the 1994 World Cup (so don't bother to see England in it)

There wasn't much on show, but here are some screenshots any way Those of you not very impressed at our with USG's Megadrive track record so far will be pleased to learn that Gold are currently putting together a crack in-house team which should see some excellent titles during 1994 Huzzah Hopefully some of that action will rub off on this title

Soccer, soccer, soccer, that's all we hear. Football crazy...

FROM THE CREATORS OF ECCO...

The CES Show revealed the new game from Novotrade the creators of Ecco the Dolphin and Cyborg Justice The game is called Exo-Squad and it looks rather good

Just like CJ, you control an enormous robot, patrolling the sideways scrolling streets shooting things The innovation here is that there is very little actual control of the robot you control its weapons systems!

The second part of the game is a third person perspective Space Harrier-style shooting bit, which is graphically very pleasing

This should go down well if it's released over here However, Playmates are producing it and they don't have a European license yet

BATTLE BLADE – TAKARA

CLIFFHANGER – SONY

INCREDIBLE HULK – US GOLD

DRACULA – SONY

TIME KILLERS – THQ

AKIRA – THQ

SEAQUEST DSV – THQ

CAESAR'S PALACE – VIRGIN

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streetfighter II was ~~£59.99~~ now £49.99

sonic pinball was ~~£44.99~~ now £34.99

and also on snes

supermario all stars was ~~£49.99~~ now £39.99

supermario kart was ~~£39.99~~ now £29.99

streetfighter II turbo was ~~£59.99~~ now £49.99

while stocks last

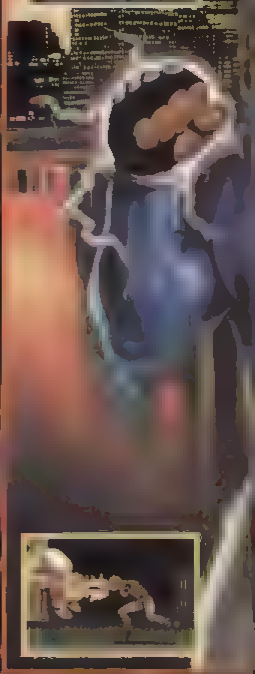
mega means more

music+video+games

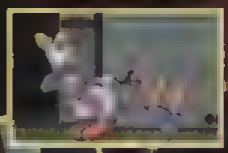
PREVIEWS

STREETS OF RAGE

There are beat 'em ups and beat 'em ups in the Sega world. And then there's the Streets of Rage series. The two prequels of this horizontally-scrolling "bash 'em-around-until-they-cry 'em up" has built up a massive cult following over the last couple of years thanks to its hyper-fast action and more features than you can shake your Granny at. Well, the long-awaited Streets of Rage III is here and, naturally enough, MEAN MACHINES SEGA was privileged to get the EXCLUSIVE first peak at what is almost certain to become a 1994 Megadrive classic.



Some pests just won't quit will they? Like cold sores (just when you've got a party or something to go to) and piles (just when you wanted to sit down) and parents (just when you were going for gold on the sofa with your new beau). Ace detectives and rock 'ard super heroes extraordinnaire, Axel Stone and Blaze Fielding (along with their occasional allies, Skate, Adam and Max), have a similar problem with arch-villain Mr X. Twice now they've killed the git off but, like the proverbial bad penny, their nemesis keeps coming back. After seeing him off once and for all, finally, completely and totally in Streets of Rage II, Axel, Blaze, Adam's little bro Skate and big boy Max, having restored peace to their city, sat back with their Horlicks and prepared for some well-deserved unwinding. Huh, fat chance! 'Cos some lousy secret



A! Another chance to run the 'sniff my feet' gag, methinks.

A 'Die Part Seven or heavy, my pal-o'-mine!' theme explained in full.

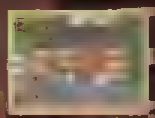
▲ 'No, it isn't a Dragon Punch, honest. It's a 'Reptile Thump.'

organisation has caused a historical tragedy and plan a momentous conspiracy which, if it isn't thwarted, will throw the entire planet into a state of anarchy. Surely Mr X can't be behind this foul and devious plot? You can bet your ass he is!

For this diabolical being has discovered a way of storing up energy and revitalising himself every time he gets knocked back — neat trick or what! The outcome of this little feat is that once again Axel must join forces with Blaze and Skate and for the first time rope in the super-powered cybernetic Zan — a researcher who escaped from the secret organisation — and smash the conspiracy.

Yeah, okay, the story line sounds a touch like the previous two in the series, but what the hell did you expect?! The difference with this one, of course, is that it's bigger (an extremely hefty 24-MEGs worth), better, and has even more features in far greater measure.

▲ The fighters stood bemused as, midflight, Brady started breakdancing.



STREETS OF RAGE 3

OFF WITH THE OLD...

Thinking his do-gooding work was done, the rather slow and bumbling Max took off to find his fortunes in Australia where he landed a plum job as a door step in Neighbours, so his massive bulk is conspicuous by its absence in Streets of Rage III. Adam, too, appears to have hung up his fighting flats — rumour has it that his kidnapping in the last game was too much for him so he joined a nunnery and, via hard work and unsurpassable devoutness, became Mother Superior within months and now spends his days reprimanding novice nuns for their dirty habits. The other three favourites — Axel, Blaze and Skate — are all thankfully present and correct and are joined by the cybernetic ex-secret organisation researcher, Zan. Here's a quick run down of their vital statistics for your delectation...

AXEL

Ex-detective and Martial Arts expert , Axel Stone is a whole lot harder than in previous works with a stock of new and more effective special moves. If it's a jump you're looking for from this chap you're out of luck because his jumping power is pretty lousy, however, he can be relied upon in the technique department and he's a lot faster than in previous games. On the other hand, his Grand Upper, which could be used to defeat all before, has been weakened so more skill is involved to achieve victory. His favourite weapon is the Japanese Sword.

SPECIAL MOVES

▲ DRAGON WING

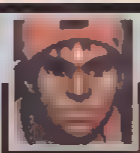
▲ SOMERSAULT

▲ KNEE PRESS

▲ BIG OUTER CUT

▲ DRAGON SMASH

▲ HEAD-BUTT



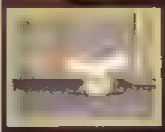
SAMMY

Sammy Hunter is Adam's streetwise little bro and although he's grown up a bit in the last year he's still a bit runty-looking and doesn't have much in the power [illegible] departments. However, he's ultra-fast, so, aiming to [illegible] fights, is a pretty hot [illegible] with his hit and run efforts.

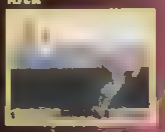
SPECIAL MOVES

▲ MISCHIEVOUS CHASTISEMENT

▲ DOUBLE SPIN KICK



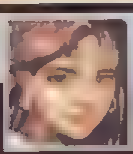
▲ HEAD HURLING



▲ KANGAR[illegible]

DASH IT ALL

In the last game, only Skate could perform the high speed dash move but now everybody's doing it. By simply pressing forward on the D-pad twice, your hero whips quickly in [illegible] sideways [illegible], and a new vertical [illegible] action. Pressing the [illegible] twice frantically are great to use [illegible] methods when surrounded by slavering fiends.



BLAZE

This lady's looks have not waned with age – she's back, looking and feeling fitter than ever. Her speciality is in Eastern martial arts and she's the team's all-rounder with good solid prowess in the fields of power, jumping and speed. This girl's deadly weapon are her long, powerful legs.

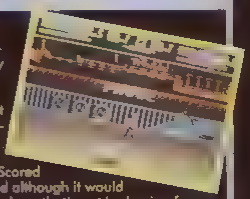
SPECIAL MOVES

▲ THE CIRCULAR THROW

▲ FLYING BEAUTY

SERIAL KILLERS – A CARTOGRAPHY

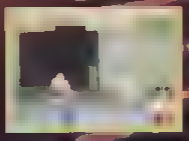
STREETS OF RAGE



Released in August 1991 this 4-MEG game was a comparatively simple knock-down two-player affair which, although slightly dated now, was revolutionary at the time for its colourful and co-operative techniques, special attacks, fab music, graphics and sprites and multi-endings. Scored a whopping 92% at the time and although it would come down to about 84% these days, that's not bad going for a two-and-a-half year-old game.

STREETS OF RAGE II

Released early in 1993, Sega really came up trumps with this 16-MEG sequel when they added a stack of new features such as the dual mode, more options, heaps better sounds and more, ruck more levels and sprites. The only real problem with it was that it was too much of a deadly EASY mode but we still reckon it deserved 96% and although it would probably come down a few marks nowadays would still reach MEGAGAME status today.



▲ Now, what's Chris Barrie doing behind that wipe-clean, bare thought.

ZAN

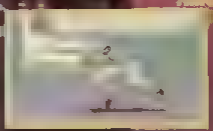
Before escaping from his work as a researcher for the secret organisation, Zan remodelled his own form to help with the fight against the conspiracy. He can now do what mere mortals could never hope ... long reach of his p... energies and ... up with a ...

SPECIAL MOVES

▲ POWER SPARK!

▲ THE ONE-HAND...

▲ THE ...



▲ THUNDERBOLT

▲ ...

STREETS OF RAGE 3

▶ 'Hey, does anyone want some of my candyfloss?'

▼ Stop... laughing... and... get... those... [illegible]... off... me...

▲ Right, gang, let's [illegible] for Burger King [illegible]

▲ 'I'm sick of you borrowing my tights, Keith, get your own.'

▼ Strong [illegible], strong [illegible] crotch rivets.

CH-CH-CH-CHANGES

'So what's [illegible] that the other two haven't', I hear you scream, [illegible] things really. Although [illegible] of the existi[illegible] they [illegible] exc[illegible] qu[illegible]

[illegible]

WEAPONS BOOST

Weapons can be used in a more spectacular and effective way. As in the last version you can pick up pipes, knives and swords and bash the foes with them or chuck them, but the programmers have added a new feature which allows you to incorporate the weapons into a deathblow move [illegible] and unique for each character [illegible] such as Axel's [illegible] with the Japanese sword.

CO-OPERATIVE PLAY

The co-operative technique from [illegible] the ability to grab someone from behind and use them to attack another, has been revived and enhanced. [illegible] you can even throw them [illegible] but beware [illegible] the enemy can now do [illegible] with [illegible]

ENEMY ATTACK

The game immediately gives the impression of hardness since the bosses [illegible] two stage appearances. There are seven stages in [illegible] each divided into roughly three areas. All the old [illegible] are back such as Zako and Queen Electra and then there's the [illegible] Princess and the Female Dragon who this time come at you with flying weapons.

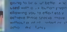
MULTI ENDING SYSTEM

The Streets Of Rage [illegible] story doesn't follow a single plot [illegible] it alters according to the actions of the player. During the game there are points where the story diverges and the subsequent development varies according to the [illegible] taken so within the same game many different developments can be enjoyed [illegible] out monotony [illegible]

THINKING MAN'S BEAT 'EM UP

One of the most striking differences with this game is that instead of [illegible] mindless 'bash everything that moves' [illegible] become rather [illegible] the twists in [illegible] motorbiking trap avoiding [illegible] something specific to seek out which greatly adds to the variety.

THREE UP



As with most Sega games nowadays, Streets of Rage [illegible] going to be [illegible] better when used with a six button joypad allowing you to effortlessly achieve those special moves without a lot of [illegible] action [illegible] fancy.

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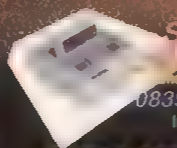

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+ Game
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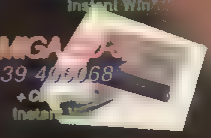

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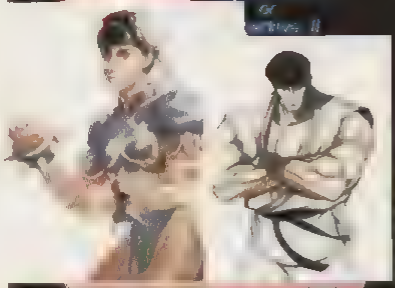

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ImagesMar

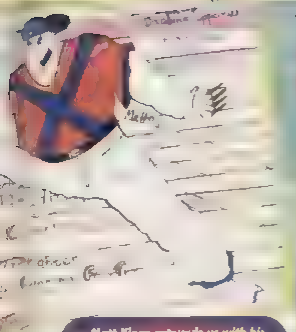
MEAN YOB

Is there anything more perfectly shaped than an egg? It's smooth exterior is smooth and ergonomically [illegible] and the [illegible] which [illegible] surface [illegible] the myth [illegible] that's [illegible] but, [illegible] bit of [illegible] would [illegible] said [illegible] people in [illegible] say] write [illegible] him a [illegible] address CURLY [illegible] SOAP [illegible] MEAN [illegible] PRIORY [illegible] 30-32 [illegible] LANE, LONDON EC1R 3AU We take no responsibility for what he says to you, though...

Dear Yobscabaloobo (She's My Baby),
This is the evil Dr Boggit, an enemy Lobster crusher, and my haywire sidekick Jansen Parsley of Pembroke Wales We scour the universe search ng for pencil case hair in the hope our Huggies 'pull-ups' don't fill up if we see any chickens But, don't worry The gadget used to kick Welsh ass is mine, so I open a cha lenge to any Welsh citizen who licks the inside of exhaust pipes. Look to the Yob to hush my insanity with threats, but we will not will as we are forever pumped. I specialise in Pembroke Town Donkey cack sniffers answering to the name of 'Syko but I m not a sex-st I'll kick anybody's ass Boz, Bozshire, Bozland

YOB: What a pathetic turd you really are. Do you think I have nothing better to do

Interviewee stills, depicted by Kerry Sharp. Surely not Jas and Yob?

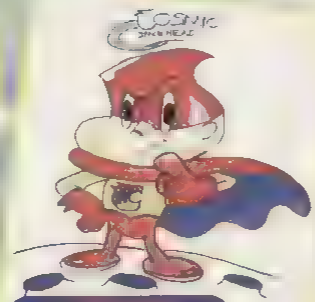


Matt Kings entends us with his novel concept of a new SF8 character.

than try to decipher this incoherent scribble you deem to call a letter. Do me a favour. look out of your window (if you have one). See that thing with the bluey/grey sky above it. That's the real world. Looks nice, doesn't it? Well get out into it more often and hopefully you'll have more to do than waste your already worthless life with trashy letters you obviously think are hilarious.

Dear Mean Yob,
Where has Rod gone? Please will you bring him back, as I miss him already

He's the reason I started buying Mean Machines and he's gorgeous. Please, please bring him back
Francesca Skirvin, Cheshire
YOB: Rod has taken his set of half-mast trousers and 'entertaining' stories on a quest to find himself (he'll have a job, we can never find him until he comes rolling in at about 3.30 in the afternoon)! However, rest assured he'll still be scrawling the occasional piece for us on the back of an old Jaffa Cake packet in the vain hope he'll get it printed. By the way, if you miss him that much, send us a fiver and he's yours to keep. Oh, fair enough – make it three quid ..



Cosmik, by Dudley, indulging in some crater-related practices...

JAFFA FINGER

Dear Yob,
A few kind words for your good self
Egoing, keep going, chainwearing, fried chicken, biscuit eating, monkey, ape, baboon, big time, fast-running, high-jumping, spear-chucking, 360 degree basketball dunking, tip soon, spade, mulling yarn, go back to Greendale, go back to Greendale. Think about it you sell-out
T. Powell, Northants
YOB: Get someone to help you with the longer words did you? And what exactly was the point of that nonsensical list of words, you leech on the ass of society? 'Mulling yarn' and 'egoing'? Where did you get your vocabulary from, Stanley Unwin? Mind you, you're probably too dim to know who Stanley Unwin is, let alone read up about him. Begone with you, oh smell from a tiger's bottom..

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Jungle Strike. Most parents think that computer games are a waste of time and money but my Dad is a policeman and is always playing on my Megadrive. About six months ago he completed Desert Strike, and last November he finally completed Jungle Strike. It just goes to show that even parents can play video games.
Matthew Sykes, Inkberrow
YOB: Yeah, and...?

ANSWER

Yo! Yob
I've been a reader for years, but in all that time I've never found that if you send in a drawing and it is shown if you get a game of your choice like in some mags. I'm sure Mean Machines (the tops) do. If so, I would like FIFA Soccer. Please, please, please, please.
Barry Coughlan, Carlow
YOB: If scientists are to be believed, holes in the very fabric of time allow for the creation of parallel Earths. On such planets, an event in Earth's history will have swung a different way — Dinosaurs may never have died out or Hitler may be been successful, for instance. Bearing in mind this theory, somewhere in one of these worlds a pristine copy of *FIFA is currently winging it over to the Emerald Isle as we speak, on its way to one Barry Coughlan. Sadly, Barry, you don't live in that alternative universe so, consequently, you are FIFA-less as it were. Sorry, Bozo!*

CREAM ABUSE

Dear Yob,
I am fed up with games costing £50-£60. I can't get many games because my Mum makes me pay for my games. And I hate Nintendo.
Greg Stockwell, Witney
YOB: My, what an angry young man. How hard it must be being the only kid in the world who has to save up for games.

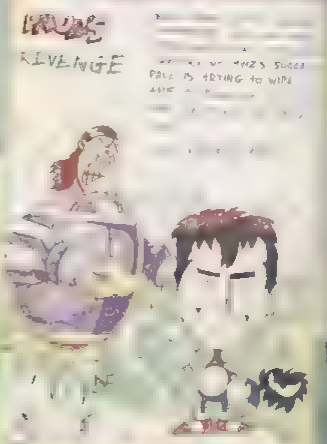
CARROT

Dear Yob,
I can't understand why everyone is so obsessed with consoles like the Super NES and Megadrive. I admit they are centuries ahead of things like the good old ZX Spectrum, but home computers like the Amiga 600 or the PCs are excellent for both games and other options. The new systems like the 3DO and Atari's excellent Jaguar are brilliant and have vast capabilities, but the fact still remains that you can not and will not be able to get the same amount of games for them as you can the Amiga. Is it really surprising that the best and longest-lasting games are on computer not console?
Nick Spray, Bromley
PS. Will there be enough games for the Jaguar's launch to make it worth buying and will they be very good?
YOB: Nick Spray? That sounds like the actions of a graffiti artist! And as for saying home computer games are better than console ones — what a load of tosh! Don't you know that every machine available has a handful of games for it which could never be done on rival machines? The PC has stunning adventures and superb flight sims, for instance, whilst the Amiga boasts Cannon Fodder and a brilliant version of Mortal Kombat. We've never doubted the quality of other machines, but in terms of all-round playability and innovation, very little can touch the Sega machines. As for the Jaguar, some of the new stuff looks quite good, but then again so did the first 3DO titles, and they had all the playability of a hoop and stick.

ALMOND SLICE

Dear Yob,
I have just bought a 3DO and it's excellent. So now I can say that Megadrives are crap and that 3DOs are ace.
Billy Johnson, No Fixed Abode
PS. If you spread lard on a Megadrive it runs 17% faster!
PPS. I will soon be buying a Jaguar and that will make the 3DO look crap.
YOB: Why thank you for sharing that with us. Yes, bearing in mind the three absolutely fantastic games you can get for the 3DO — Crash 'N' Burn, Mad Dog Macree and some singing disc — you must really be chuckling about your new machine. After all, there's nothing like waiting for a bit of disc access to see whether you have hit your target or not! As for buying a Jaguar as well — again, we're very pleased. And now perhaps you've finished boasting, Billy, you can resume your modelling career and stop writing in to us.

Christopher Plummer of Blackburn quite fancy for a career with the brush and palette.



We appreciated this one, Dan Kelly of Grantham. Even Paul!

The SPA crew rendered by John Dixon in mesmeric bicycle-colour.

AMES POND

Stephen Sawyer obviously is to art what his father Lee is to singing.

Peter Scanlon of Exeter has freaky and fun Disney eyes.

prose when a good old-fashioned 'Bog off, Skidders' will do.

COFFEE AND WALNUT

Dear Yob
I recently rented a copy of Bubsy The Bobcat from Ritz Video When I opened the box and picked up the cartridge I noticed it was a different shape I wondered if it would fit my Megadrive and was worried I may have wasted my money I figured it would be OK, and put the cartridge into the Megadrive It was harder to get in but worked so I played it for a while When I'd finished, I pulled the cartridge out but it was extremely difficult to remove it What's the point in making the cartridge a shape which doesn't fit into the Megadrive? It can't be a different cart for the Megadrive II as it takes normal carts Are all Accolade carts this shape?
Andrew Palmer, Newark
PS Why are the first few chapters of Bubsy so good, but the others... er, not brilliant?
PPS Can you insult me so I can show off to my friends?
YOB: Accolade always use a different-shaped cart from the norm. They shouldn't be harder to insert or remove, though, as the only real difference is that they are slightly taller — perhaps Bubsy was so used to being yanked out of Megadrives and discarded in disgust he felt he had to put up a fight so you couldn't play anything else! What a horrible thought. As for the first three chapters of the game being good, that's news to me as I thought it was crap all the way through. As for insulting you, forget it — your mates don't need my help to mock you

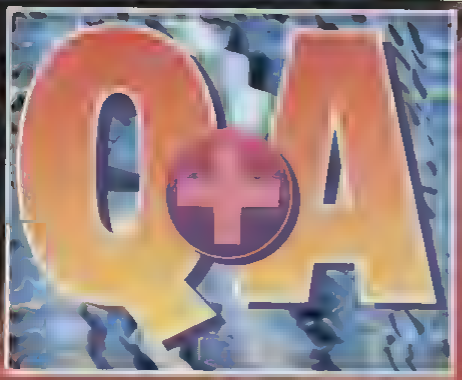
Dear Mean Nob
I really like your name — is it some kind of Swiss cheese or something? It's almost as naff as most of your correspondents How can your drawings of Yob are so incredibly useless? Who the hell employed this scribbling wreck Why in issue 14 do you slag off a young child's drawing of Sonic when you can only draw a four-foot schizophrenic I was wondering why that skull of an infant hanging on your spike was there and I come to the conclusion that it was the result of a kid not letting you play with his beach toys You must be extremely sad!
I suppose you are going to take the rip out of us, but you can't because we have just totally taken the mick out of you, you good for nothing piece of dog's dropping waiting to be stepped in.
The Association of Something Very long And Tedious, Nowhereland
YOB. By golly, yes — you've really got me there I couldn't possibly come up with a witty retort which primeval slime such as your 'good' selves could understand. Still, why waste pretty

I have kidnapped your sister, Cob Unless you send me a flame-thrower and a copy of Aladdin I will lower her into my waste disposal unit, feet first You will never see her again, so send a picture of yourself weeping so I can hang it on my wall to laugh at Hahahahahahaha!
Joe Stash, Isle Of Man
YOB: Y'know, I really cannot be bothered to answer this. There are so many other things I could be doing that are more fun. I'd really much rather be lighting my farts than replying to you — and that's the nearest you'll get to a flame-thrower from me

Dear Yob,
I am lying here in hospital all because of an unforgettable incident I am a twelve year-old who has truly mastered *Street Fighter II: Champion Edition*. I was off to the local arcades to reveal my skills. I shouted that I'd challenge anyone to a game and was confronted by a sixteen year-old who was grinning to his mates. I was Ken and he chose Guile I left him dead in two rounds one of which was a Perfect
Several other contestants came and failed to beat me, and one of the losers went and got an 18-year-old called Chad O Neil. Chad was a massive guy who apparently hadn't been defeated in two years, and accepted my challenge I went for Ken again and he was M. Bison It went to the last round but I was determined I let out a series of Dragon Punches until he was dizzy and followed it with a Hurricane Kick He was trapped in the corner and I kept doing small Dragon punches until I won the round with a Perfect The crowd were stunned and Chad was furious His mates demanded a rematch but I refused On hearing this Chad kneed me in the face (I said he was big) carried me off to the toilet and bogwashed me He then removed my shoe laces, tied my neck to the toilet with my hands tied behind my back and left me there. Someone had done a crap and peed in the loo and I was left kneeling there looking at the turd for half and hour before someone finally untied me
Ahmed Gozir, Bromley
YOB: My what a sad, sad story What did you expect? I mean you saunter into the arcade and challenge people bigger than you to a game of Street Fighter. If they're bigger than you, they're bound to get annoyed! After all, you wouldn't go up to the school when he was smoking and say he walks like a girl and that his Mum does handstands so everyone can see her knickers would you? If you ask me, they should have left you kneeling there — that way people could put their feet up and relax as they were having a dump

Stephen Bastion practises a nervous Cammy, but signs himself 'Will'

Q+A



Steve strode confidently into the room. Left at his new desk were Jaz's spiky fright wig along with his many pairs of answering trousers. Placing the wig upon his head and stepping into a pair of rubber-bottomed answering kecks he looked around him — and there on the desk was a glass jar. Lifting the lid, Steve saw that inside was a pulsing brain. Yes, Jaz's parting legacy was to leave his brain behind. Just think, combined with Steve's already encyclopaedic knowledge of games, the boy Merrett would become a demigod — capable of answering any question thrown at him; including those scattered before him addressed to the lad Rignall. The meaning of life? A doddle. Long division? A cinch. Cramming Jaz's jelly-like brain into his ear, the joint consciousness was immediately kicked into life...

And if you want to benefit from such knowledge, simply drop Steve a line at:

A VERY MERRY WELCOME TO YOU MR MERRETT, SIR Q+A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU.

[illegible]

Dear Jaz,

Please, please print my [illegible]

[illegible] a doddle to finish or is it a hard [illegible]

[illegible] Sonics

game[illegible]
2. In your last mag it said Sonic was 16-Meg but I have heard from other mags that it may be [illegible]
3. How much does Sonic 3 cost and [illegible] you pay for it?
4. My birthday's coming up in a few months so could you please [illegible] following games in order of preference would be [illegible] up my choices: Sonic 3, Alien 3, SF2, Eternal Champions and Streets of Rage III.
5. How close a conversion is VR Stalker on the Megadrive from the Arcade?
6. Could you [illegible] any spec on the D&P Cartridge [illegible] if it can handle VR Stalker it must mean that the Megadrive can do things in 3D that not even a 486 SX PC could do.
7. How many Megs is Streets of Rage III and when is it coming out? How about a preview soon?
8. Just one thing. Don't you think Mean Machines is utter [illegible] to slag MEAN MACHINES off?

[illegible], Birmingham.

ANSWER! 1. Sonic games are never pretty easy, but Sonic 2 and 3 have games make it easier to see the later levels — not actually complete the game. It's all down to gem collection, you see — and these aren't registered in a save game. 2. Rumour has it that several versions of the game are coming out — a 16-Meg standard version, a 24-Meg upgrade and a 32-Meg limited edition Deluxe version. 3. It has not been confirmed yet. I guess I'll have to pay the same as you. 4. SF2, Eternal Champions, Streets of Rage III, Sonic 3, Alien 3, as close as they could possibly be. Not in this little [illegible] 24. Don't know. Your wish is our command, [illegible] think that but I couldn't personally [illegible]

[illegible]

Dear Jaz,

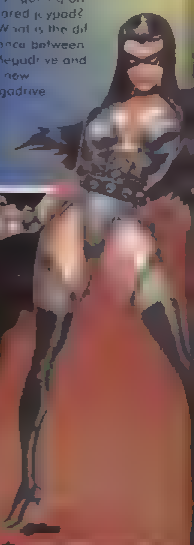
My brother and I have a problem that [illegible] needs to be answered [illegible] quick. I enjoy [illegible] and [illegible] the [illegible] work [illegible] are the prices of games [illegible]

SLADE

Dear Jaz,

Please could you answer these incredibly hard questions for me.

1. Which do you think is the best Street Fighter II or Eternal Champions?
2. Do think Sega are making too many Sonic games?
3. Is Streets Of Rage III coming out for the Megadrive soon?
4. Is there a reason for EA putting [illegible] chunk in their carts?
5. Do you think it's worth getting an [illegible] joypad?
6. What is the difference between a Megadrive and the new Megadrive II?



[illegible] have written to your magazine as you [illegible] who is more reliable [illegible] can offer.

Daniel [illegible], Bexley, London.

ANSWER! The games are marginally cheaper [illegible] problem won't work [illegible] UK Megadrive [illegible] games. [illegible] used to [illegible] about chip imperiums [illegible] on playing [illegible] can get your [illegible] from. It'll invalidate your warranty, though.

SLADE

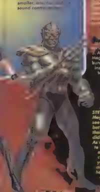
Dear Jaz,

Could you answer these great questions.

1. What do you think of General Chaos, I think it is brilliant?

Jamie Tedder, Weymouth

STEVE: [illegible] *Top* [illegible] *view* [illegible] *green* [illegible] *they* [illegible] *responsive* [illegible] *6. The Megamaster* [illegible] *smaller,* [illegible] *sound contro*[illegible]



[illegible] the first of [illegible] questions. All [illegible] watch this [illegible]

[illegible]ATRO

Dear [illegible] ramage,
Just a few [illegible] questions to your [illegible] of modern [illegible]:
1. [illegible] Sega and [illegible] to put the [illegible] edition and Hyper [illegible] one cart when Hyper [illegible] cally the same game with [illegible] on [illegible]? I don't bother playing [illegible] Champion.
2. How is it that I have managed to pull off RED hurricane punches with both Ryu and Ken [illegible] several occasions?
3. A while ago I turned on my Megadrive with Sonic in and a bunch of weird codes appeared instead of the Sega logo. [illegible] to reset the game as I cou[illegible] nothing but alter the co[illegible]. Incidentally, the codes [illegible] like those which [illegible] when using the 'D[illegible]' cheat. Can you sh[illegible] light on this?

Ian Yates, No[illegible]

STEVE: 1. Originally the [illegible] ***Megadrive was*** [illegible] ***see the Championship Edition but when Ninte[illegible] released their Hyper Edi[illegible] didn't want to be left behind. As such, additions were made to the original game's code and*** [illegible] ***cart.*** [illegible] ***have*** [illegible] ***ed.***

3. On Sky's Games W[illegible] young boy let three [illegible] Sonic Booms rip acro[illegible] one after another. H[illegible] be done, as I find [illegible] hard.

Jay Dee, No Fixe[illegible]

STEVE: 1. Jump [illegible] ***perform the hurricane kick move. 2. Had-Un-Ken — which apparently is Japanese for fireball, funnily enough. 3. I expect they*** [illegible] ***using the*** [illegible] ***buttons as opposed to the slower but more powerful hard.***

LEO [illegible]

Dear J[illegible]
I love your mag and keep up the good work. [illegible] always [illegible] work. Please answer the following:
1. Are there any menageria[illegible] [illegible] Megadrive[illegible]
[illegible] and thinks it's excellent. Will they be releasing a sequel[illegible]
3. How much will the fab-looking Atari Jaguar cost[illegible]
4. What's wrong with Sensible Soccer[illegible]

Uncle Luserol, Her Jacuzzi
[illegible] Luserol.

[illegible]

[illegible] that's [illegible]
3. Is Sim City [illegible] out on the Megadrive?
4. Is NH[illegible] A Hockey [illegible] better than '93?
5. Should [illegible] Sonic [illegible] or [illegible] es?
[illegible] the best M[illegible] game ever?
[illegible] Stree[illegible]

Michael Aaslund, Leicester
[illegible]

Now speak [illegible] ***3. 2. Possibly, but there are no firm*** [illegible] ***yet. I ho*** [illegible] ***4. Slightly, but*** [illegible] ***have '93, the new version isn't worth the extra dosh. 5. Zombies. 6. Dark Castle. Only joshing, I dunno, really, there are loads*** [illegible]

[illegible] before but you have just [illegible] my [illegible] aside. Please answer [illegible] these for me:
1. In one of your magazines it shows Ryu doing a very high hurricane kick, almost touching the top of the screen. How do you do this?
2. What is it that Ryu says when he unleashes a fireball?[illegible]

CD one is on the cards. Stay tuned.

Dear Jaz[illegible]
Please could you answer these[illegible]
1. Is Mutant League Football any good?
2. Can you put these in order o[illegible]
[illegible]
Super Kick Off, [illegible]
[illegible]
STEVE: 1. [illegible]
[illegible]
J-League, Kick[illegible]

[illegible]
Please answer these questions[illegible]
[illegible]

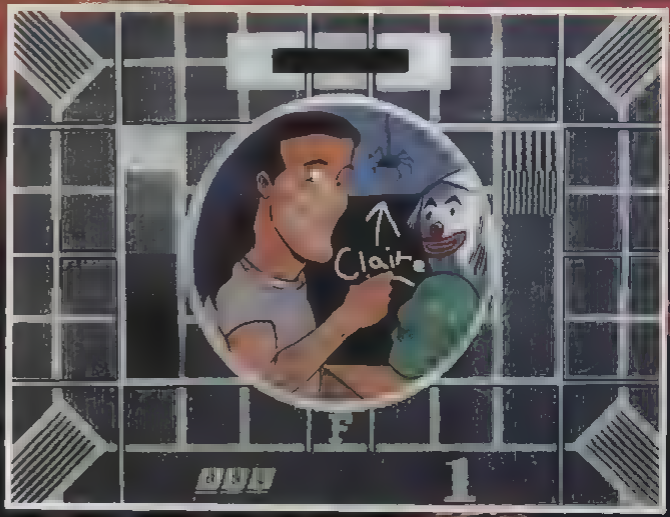
Dear Jazza
Please, please, please could you answer these questions for me:
1. Are there any Chess games available for the Megadrive? If [illegible] can you tell me how [illegible] it costs and who does it.
2. The same thing applies for art packages. I know about Art Alive, but are there any others?

Jed Hopps, Tyne And Wear

STEVE: 1. You're out of luck, I'm afraid. Software Toolworks' Chessmaster has been in the pipeline for years, but still hasn't appeared. 2. Nope, just Art Alive so far. Mind you, apparently a Mega-

Finished at last, Steve prepared to leave the room. However, despite his new-found abilities, he found he couldn't walk. Feeling a heavy sensation in his bladder, the new Editor knew he had to master the simple art of walking once more - and quickly. Oh dear, can Steve make it to the lavvy before everyone stops asking him questions because he smells like a doddery old man? Tune in next month to find out...

PAUL'S TIPS



MY NAME IS...

CLICK - 'Hello, MEAN MACHINES!'

'Hello MEAN MACHINES! Listen, you go left and then up. Once you're get there, yah, you get the power-up and go back to the bottom again where the joker is! Yeh? Anyway you don't go through that door, right, you walk to the left - you know where that orange, err, purple like nest is and crouch then [illegible] onds...oh but first you n[illegible] get a second joypad! Do[illegible]

Oh happy, happy! If only every telephone conversation was as entertaining as this I'd have a [illegible] padded cell all to myself and take [illegible] through a sterilisation [illegible] Come to mention it, here come some men wearing white coats now, no, wait! They're [illegible] Rocket Chimps! No I... Mind [illegible] you turned me! Stop [illegible] down... [illegible] Still at least Paul gets [illegible] heals where he's going — even if the television [illegible] ever displays. TV [illegible] need to clap in writing, [illegible] in [illegible] a chance of [illegible] love to hear from you all. Contact him via the address: PAUL PAUL, MATE! JUST READ MY TIPS, AND YOU'LL [illegible] MUCH BETTER. TIPS [illegible] MEAN MACHINES [illegible] RY COURT, [illegible]-32 [illegible] DON LANE, LONDON. EC1R 3AU.

FIFA SOCCER

Finally, somebody who is not content with sorting out a few passwords and scribbling them down in pencil with a [illegible]

[illegible]ase. When in a [illegible]

Control Set-Up

[illegible] menu. Next move the joypad [illegible]

[illegible]has won the match!

FLASHBACK CHEAT

Are you somebody who cannot be bothered playing this game through properly? If so Ian Leech has news for you. Only it's about his family and what he did when he went on holiday last year and it's all very tedious so perhaps you'd just like to know this cheat he sent in? Well, of course you do. On the title screen press and hold A, B, C and LEFT. By pressing START a level select materialises before your very eyes.

MIG 29

Don't blame me for [illegible] my fault! Anyway you've [illegible] printed so I hope you're happy. Peter Clarkson's [illegible] Mig 29 passwords: (T)SHHRJPOTUUE

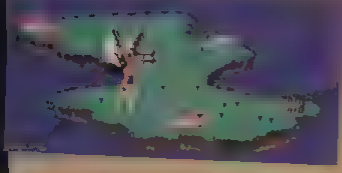
SHINOBI III

JURASSIC PARK

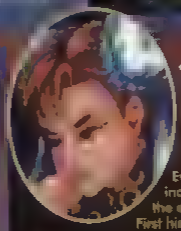
There's a far easier way of nicking level one of [illegible] Jurassic Park. Lead Dr Grant down the slippery [illegible]

TOE JAM AND EARL

[illegible] level one. Once on [illegible]



to the high[illegible]



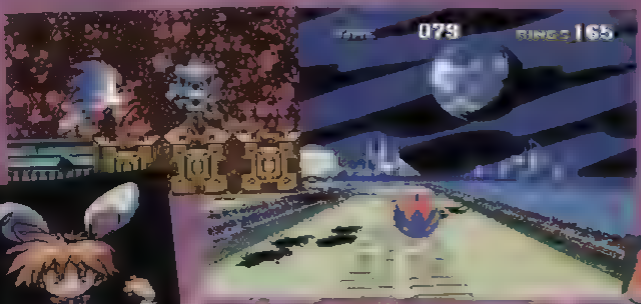
STREET FIGHTER II: SCE

Even if this cheat doesn't work it's worth including just to expose Jimmy Maslin as being the dirtiest little bugger known to Sutton in Surrey! First his cheat: After completing Hyper Fighting with Ken a massive picture of Chun-Li is displayed. By performing this combination on the joypad – DOWN Z, UP X, A, Y, B, C she changes colour. Now ever to Jimmy: 'Not much of a cheat but something to fantasise over when you're playing Street Fighter II in bed'. Naturally Jim. Lucy reckons you ought to get out more - meet more people. Meet some real girls even.

MEGA-CD TIPS

SONIC CD

Whey hey! James Hine s the first person to write in with the level select for Sonic CD and it's this. At the title screen press UP, DOWN, DOWN, LEFT, RIGHT, B and START. By the way, James Electronic Arts don t produce Thunderhawk so you can t have that. Sorry.

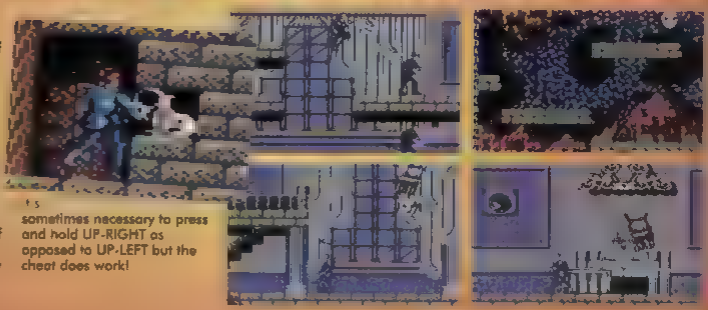


KEIO'S FLYING SQUADRON

GAME GEAR TIPS

MASTER OF DARKNESS

Philip Walker, he of Redcar in Cleveland, is the sole purveyor of a smart cheat for Master of Darkness. It's a cheat that activates a level select and is performed thus. At the title screen press and hold UP-LEFT on the D-pad for around three seconds. Now hold buttons I and II and press START. Doing this correctly treats the player to an option screen which not only features a level select but allows for the increase of lives to a maximum of nine, an option for invincibility and a cool sound test. Apparently it's sometimes necessary to press and hold UP-RIGHT as opposed to UP-LEFT but the cheat does work!



EDWARD WADE

This is very much Edward Wade's Master System tips this month ...ugh I very much doubt it's all your own work Mr Wade? Let's be ... come! Well, nevertheless you've a most sin... of this sub-section and therefore right y de... fine Electronic Arts games. The only thing is you'... which ones you wanted, so either give EA or myself a col...ond we'l...

OLYMPIC GOLD

Now the biggest problem I always face in life is which varie... ...ace of dive to go for when entering the diving event in Us... Gold's Olympic Gold. Should I choose the Heat-hum Double... ...somersault or the Tiveena-Chicken Tumble-backed... ...I honestly never quite sure. However, Edward Wade has the answer and it's this: Always use the... ...Dive being sure to include as many somersaults as possi... ...in the first place. Thank you Edward. Oh, thank you... ...you, thank you.

GOLFMANIA

The opening act of Eddie baby's Master System Convivo...is a bit of an extravagance but saves loads of time. Should anyone be so thorough y...mpressed by the game's end sequence and can't be bothered p...ying through the whole game again...just to wit-ness it here's how to cut a very large corner. After completing all the tournaments and seeing the sequence for the first time return to the menu and se...ect Pro Tournament. Next select Continue from the next menu and hey presto sauce!

[illegible]

Where's...
Jonah Yo...
Tim Ar...
Dana A...
answers lay...
once for all...
Edward: what a...
Regrceful thi...
Wise!

SUPER KICK OFF

[illegible]

Clark G [illegible perhaps — ...bly doesn't even know what... ...even plays like. Yet another... and here it is: For a level select hold down both buttons on... ...pad... the Sonic... word... ...select appears.

THE NINJA

Edward from Lincoln wades in again (ouch) with a cheat that is sure to have the forestry commission diving into their patrol cars. It's for that old family favourite 'The Ninja'. Now now, they weren't used to play before radio was frequently... ...cheat: On level one have your pyjama-ed ninja... ...he meets then focus his ninja senses on the tree to the right of him. By continuously lobbing his shurikens at the innocent trunk for about ten minutes lead the ninja onward to finish the level. Notice now that he has earned his venerable master thirteen lives!

LANDSTALKER

THE MYSTIC GUIDE

than you
It's also
the dungeons. We
merely supply the
You
You
Die

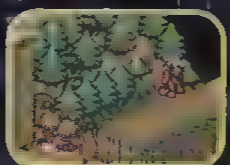
PART ONE

MASSAN TO GUMI

We assume you've made it to the mountainous caverns, and been rescued by the villagers of Massan. After getting some Eke Eke, head to the Water Shrine to the west. Ignore the first cave you come to, as the rope cannot be reached yet. In the Shrine, doors are opened by killing all the enemies in a single room. You should visit Prospero (the Old Sage) again after rescuing Fara from the Swamp Shrine.

Leaving the village of Massan

The next task involves spying on the Orc King ceremony in the village of Gumi. Look carefully for the passage through the town. The villagers are taking Fara to the Swamp Shrine. The only way to follow them in is to use the Idol, found in the Mayor of Gumi's house.

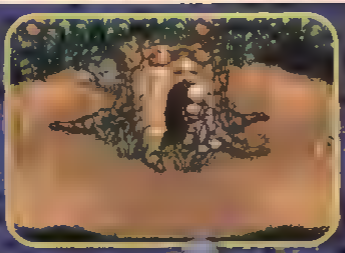


The way to the village shrine

Inside the shrine, you'll find keys in the Southern area, and locked doors in the north. After rescuing Fara, go back to Massan for the first jewel, then to Gumi. The villagers will help you unblock the path to the south.

DING A LING! — THE TREES

So what do the big trees do? Well after Ryumu, go to the big tree on the screen where the sign points to Ryumu/Mercator. Talk to it and its painful secret is revealed. Solve the maze of the tree and a system of convenient warps is opened to you.



PART TWO

RYUMU TO MERCATOR

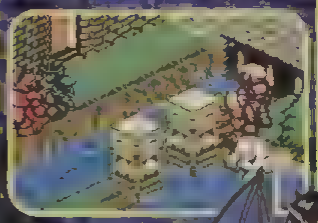
Did you get the Magic Sword? Look for an opening north as you walk west from Ryumu. You'll find Kado, an ex-knight, who is only too happy to lend you some of his equipment. Now head north and head south at the intersection. This takes you to Ryumu, where you'll soon discover the Mayor has been kidnapped. However, everyone is being very secretive until you find the small box hidden at the side of the Mayor's house. Soon you'll be on a raft, heading for the thieve's hideout.

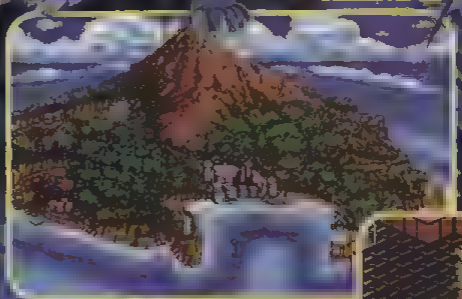
[illegible] until you find the Goddess Statue. Pushing it blocks the waterflow and uncovers more levels. Go back to the first room and the hideout and look for a cave. To the North is an important key (in Pockets [illegible] the room with the moving platforms and [illegible]. This leads to a duel with a knight, who in turn causes the floor to collapse. Go north [illegible] use when [illegible] Selam. For [illegible] Mercator.

PART 3

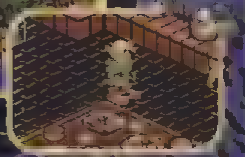
MERCATOR

The object here is to get inside Mercator Castle, but achieving it requires [illegible] son in the town, and listen to their clues. Then [illegible] witness a suspicious scene. The [illegible] Arthur, is the key to gaining into the castle (see Ding-a-ling box). Dog's [illegible] get into the castle. Explore the kitchen to the west and the guard's quarters to the east. There [illegible] Remember. You soon realise you need the Amulet for your quest.



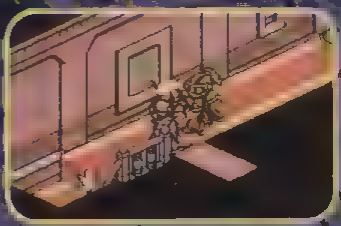


The [illegible] from the sealed part of Mercator.



DING-A-LING! — MADAME YARD'S

[illegible] Yard's, despite looking so young! After you see Arthur leave the castle, head to Madame's and from there the Fortune Teller's. She has the power to make you look more convincing. In the east, there's no funny business at Madame Yard's (in the UK version. On the Jap cart the place was exactly what you expected!)



PART FOUR

THE CRYPT

Everyone phones up asking about the Crypt, but if you take time, it's not that hard, and a lot more satisfying than following guides. Only use this section if you have to.

ROOM ONE: BETTY ROSS

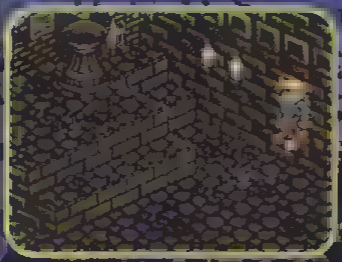
Kill the bubbles in reverse order of the rocks they [illegible] then white.

ROOM TWO: RUBY SILENT

Just stay completely still for a few seconds. If [illegible] Medusa touch you, go out and start again.

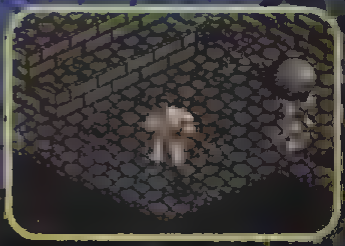
[illegible]

[illegible] torn wall of the room.



ROOM FOUR: JIM BRIGHT

[illegible] the boulder to either of the two [illegible] and [illegible]



ROOM FIVE: MARIA HYSTERICA

Pick up the boulder and hit one of the orcs with it. This is tricky and may take several attempts.

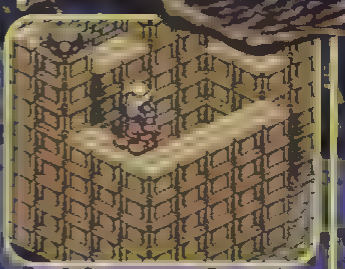
DING-A-LING! — TWINKLE VILLAGE

After you leave Mercator, you reach a place where your fairy helper Pridemagnia [illegible] her home town. She's not [illegible], as is demonstrated if you go to the south-eastern corner of the screen. There's an invisible hole to [illegible] down, which reveals the village's Thai Eke store. However, there's nothing else of interest here.

PART FIVE

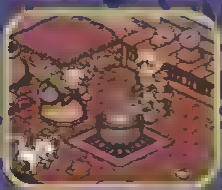
MIR'S TOWER

In the tower lurks your troublesome double (who you probably knew about as you're reading this guide). You need the garlic to chase him away, getting it is a tricky problem that starts in the room with the four creatures that [illegible] pressure [illegible] these to reveal a hole in the floor. Go to the [illegible] pushing the grey block and leave by the other switch. From there, you can reach the chest of garlic. Remember, you gotta get that garlic!



DING-A-LING! — THE WITCH

Some of you are puzzled by the witch who lives near the swamp. Her purpose is revealed when you get Einstein's whistle from the Greenmaze. In fact, the Greenmaze is a key to many mysteries, which we reveal in depth next month. Don't miss it, Stalker fans!



PART SIX

RETURN TO MERCATOR

With Mir's testimony on your mind, you return to Mercator, where the Duke has you thrown in prison. The prison quarters are a simple set of [illegible] castle, as you have to face wave after wave of armoured knights. Head for Arthur's quarters to find the Greenmaze.

ROOM SIX: LARZON E.

Just like the silent room, do nothing and don't be alarmed at what follows. Nasties have gone for tea.

ROOM SEVEN: DIRK THE DARK

Only put the dark skeleton to sleep to achieve the desired effect.

ROOM EIGHT: WHODINI

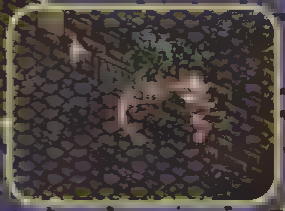
The solution to the riddle lies in the false back wall behind the name plate. Use the lever as a

ROOM NINE: DEAD AND END

Let the roving mummy push the door open by lining up with the gate. It will eventually head towards you.

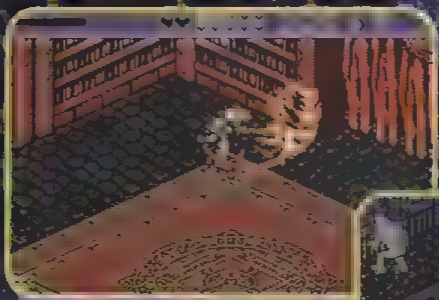
ROOM TEN: THE MUMMY ROOM

The visible mummy has an invisible shadow. Move as little as possible and wait for the mummy to turn away from you. Chances are that the shade is standing near enough to be killed.

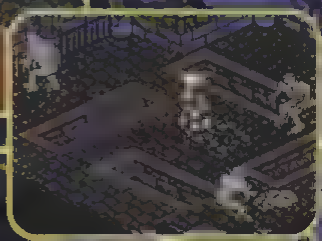


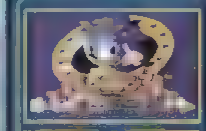
In the room with the three golem statues, walk behind the wall after the third statue to keep up with Miro. In the next room there's a platform to help you jump across to the other side. Miss the jump and you have mummies to deal with.

Soon you encounter rooms with pressure tiles in the centers. These lead to a series of room, but only two are important. The first is littered with snake balls and has a switch in the centre of the room. The switch opens the gate to another room with a chest. You only get its contents when you have jumped to the top of the room.



The other room has a clutch of mummies to defeat. Their doom releases a box that will help you reach the top of the tower. At the top of each tower you face Miro. He has a fireball attack, but is easy to defeat. Follow him around the room in a square, block one of his fireballs with the wall and hit him every time he turns a corner.





1-2 PLAYERS

PUBLISHER: TBA

BY: SEGA

RELEASE: MARCH

CONTROL: JOY PAD
CONTINUES: 0+5
SKILL LEVELS: 1
MEMORY: 1 MEGA
GAME DIFFICULTY: MEDIUM

PRICE: £99.999

Who needs mushrooms? This is the third time round for the adventures of Sonic, the superfast game dude incarnate!

The D-pad moves Sonic left and right. The longer you hold, the faster he accelerates. D-pad down also to look up and skateboard.

JUMP

B

C

PAUSE

HOW TO PLAY

Travel through six zoney platform scenes, but find all of those Chaos emeralds!

MEGA GAME

Like stunt flyers of the early 1930s, the two pals piloted their biplane over the surface of planet Moebius. Miles Prower in the cockpit, Sonic on the wings giving directions. They had just left the blazing sky fortress of Dr Robotnik, mad obese scientist, who had become the bane of Sonic's life. His latest plan to destroy Moebius, by converting all the mindless cuddly animals into mindless pathological robots had almost succeeded. However, by finding all the Chaos emeralds Sonic had found a power to match his and had triumphed in the showdown on the enormous Sky Fortress that served as Robotnik's HQ. He had gone down like a lead zeppelin.

Now Sonic stuck his hand in his pocket to check his jewels were still safe. Yes, all the emeralds were there. As fuel was low, Miles navigated towards Angel Island, a little known promontory for a stopover. As they came into land, a pink figure came into view. Unable to stop, Sonic careered into the strange creature, and the emeralds were flung to the four corners of the island. The creature was Knuckles, sadly under the influence of Robotnik. Visions of the coloured gems swam into his eyes. He heard a voice in his head. "Defend the Chaos emeralds, you will kill Sonic... you will kill Sonic..."

SONIC

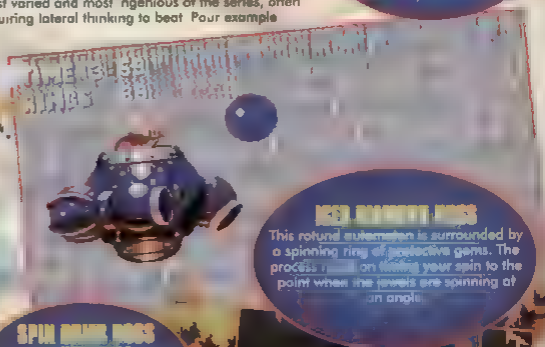
Tails has returned, after a mysterious absence in Sonic CD explained by Sonic getting involved with a female (yuk!). Sega probably thought that his presence would have complicated things, you know, 'triangles' and the like and lots of ugly 'love jealousy'. Anyway, Tails performs much as he did in Sonic 2 – stealing rings and dying a lot. The second pad controls the brighter and he has the extra power of being able to

Bigger than Madonna, the French and Saunders of video games. Yes, it's Sonic and Tails!

BACK SEAT DRIVER

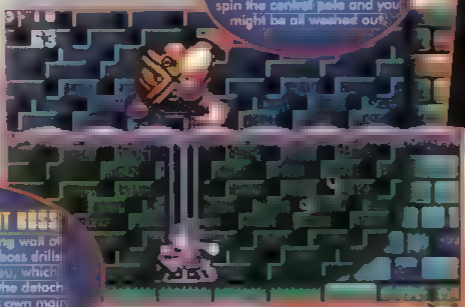
In previous Sonic games you got a boss on every third zone, but in Sonic 3, there's a major denizen to face on every one of the twelve levels! You'll notice that Robotnik takes a back seat this time leaving various robots and Knuckles to do the end of level honours. The bosses in Sonic 3 are the most varied and most ingenious of the series, often requiring lateral thinking to beat. Four example

WATERFALL BOSS
This is classic Robotnik boss stuff: big machine firing large flaming bullets, but not any real threat to a Sonic with his eye on the ball.



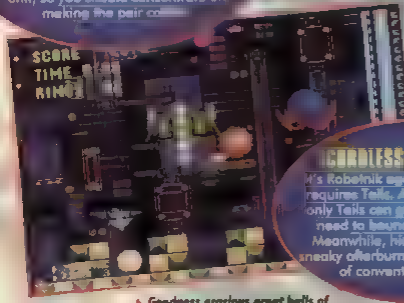
[illegible] BOSS
This rotund outerwear is surrounded by a spinning ring of protective gems. The process [illegible] on finding your spin to the point when the jewels are spinning at an angle.

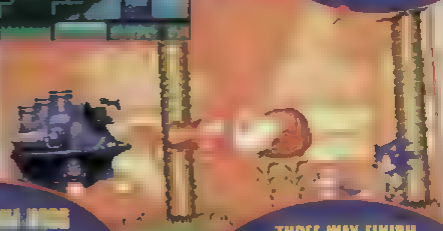
SPIN [illegible] BOSS
This boss is a sweet laugh. Let him survive long enough to spin the central pole and you might be all weaned out.



CARNIVAL BREAKOUT BOSS
Standing on a descending wall of blocks, the [illegible]-operated boss drills them out from under you, which means death. However, the detachable drill can damage its own main unit, so you should concentrate on making the pair collide.

[illegible]
His vertically fired mortars are seriously dangerous. Happily, being the first boss, his tactics are predictable.





[illegible] BOSS
It's Robotnik again, in a guise that requires Tails. At his flying height, only Tails can give you the lift you need to bounce on top of him. Meanwhile, his drill bit craft has sneaky afterburners, plus a plethora of conventional bombs.

THREE WAY FINISH
Not depicted here is the incredible endline that Robotnik has in store. [illegible] Main fashion, he will deal with you himself in a variety of bomb-throwing, spike-spinning and finally fist-clenching (!) machines. We thought we'd keep these wonders as a surprise.

▲ Goodness gracious great balls of fur.

SONIC 3

THE VERY LATEST

Those of you with Sonic 1 or 2 may be disheartened when you hear of six zones, with two acts in each. But be assured, this is the biggest Sonic yet. And instead of six samey looking zones, each is radically different in look and content. The play area for a typical zone has been vastly increased and instead of following a fixed route, there's plenty of scope for exploration, which you need to do to locate the Chaos emeralds and finish the game properly. Every area has impressive and original features, but don't just take our word for it.

MARBLE GARDEN ZONE

This is an extremely pretty level, made from weathered stone walls, covered with grassy knolls. There are also interior areas, found behind apparently solid stone. The steep slopes make it hard to avoid falling to the lower levels, away from the intriguing upper reaches. Mechanical features include

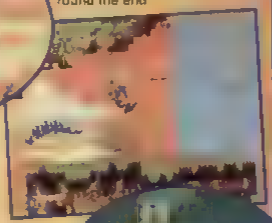
TRIPOD PLATFORMS
Fast and wacky, these are often placed near spikes

Not mechanical as such, but still life-threatening. Don't sink into this.

ANGEL ISLAND

This first zone is a hazardous tropical paradise, designed to familiarise you with the controls. The top part of the level covers tree-tops, the bottom half is water caverns. In the second act, the zone becomes a blazing tropical furnace. There are

DEATHSLIDES
When you reach the end of a deathslide, watch Sonic spin round the end



These are chasms with unstable platforms jutting out

Many of these can be broken by a spin attack

A new feature and a fun way to cross tracts of the higher ground

SPINNING TOP
Maybe the neatest feature of the new game. The top's height and speed is controlled by Sonic's running pace. It's a fab new mode of transport, no less.

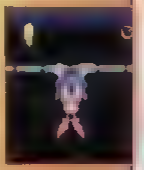
DYNAMO
Spin against these protruding circles to open new areas. Don't confuse them with the yo-yos!

Stairway...not to heaven, but maybe some place better?

HYDROCITY

This zone looks like an Atlantean cavern and is perhaps the least visually appealing of all the areas. However it's quite demanding with the complex series of fans requiring practice to negotiate. The upper areas of the level are water-free, the lower part is water-logged. Look out for:

SPOUTS
Chutes of water are a great way to gain some height

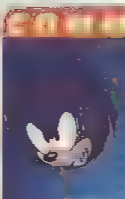


WALL
This is a really tricky hazard requiring fluid control

CONVEYORS
Using these and the fans together is the only safe way to travel underwater

AIR
Breathing regularly is recommended. Look for air currents

COMMENT



There's no denying that Sonic 3 is probably the most [illegible] on the [illegible] at [illegible]ment, [illegible] lives every bit of [illegible]. The whole [illegible] with great [illegible] the levels, while [illegible]ber, are absolutely [illegible] completing the game [illegible] Chaos Emeralds is a [illegible] task. Unfortunately, [illegible]ting the game without the Emeralds is not very difficult at all, and this really [illegible] could have been the best game ever, ever, ever. That said, this is still an absolutely essential buy.

ICE CAP ZONE

About the most eye-catching of the new scenes, Ice Cap zone is also the most puzzling. Starting off as a high speed dash, Sonic soon finds himself in a maze of glacial caverns, with impenetrable ice walls and dizzying caverns. The upper reaches of the level are set in deep snow, whereas in the depths the icy surface affects Sonic's control. Features include:

SNOWBOARDING
Yes! Sonic [illegible] spectacular [illegible] boarding [illegible]

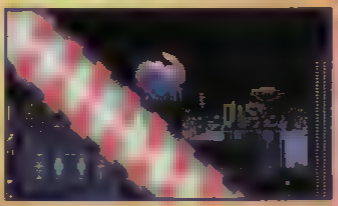
[illegible]
To [illegible] on [illegible], you [illegible] speed and perfect timing.

CARNIVAL ZONE

This is arguably the best zone of the new game. Sonic makes his way through a theme park of pathways and control sensations. At the bottom of the level is a water section. It's best to avoid this and explore the latticework sections higher up, where there are things like:

CANNONS
Sonic becomes a human cannonball in order to reach those difficult perches. However success depends on timing the swinging armament.

[illegible]
Sonic descends this [illegible] like [illegible]

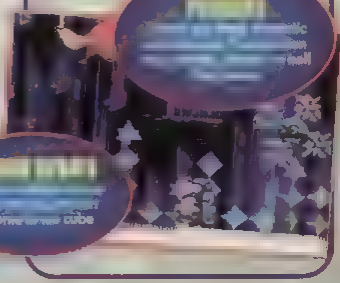


These plates suspend Sonic in mid-air. Very useful.

These odd platforms work in a suitably odd way for you to work out.

Grab onto one and see Sonic rotate at high speed.

These are well protected sentinels of the zone.



SONIC 3

LAUNCH BASE

The final zone and definitely the toughest in terms of look this resonates with many previous Sonic hi-tech zones though this one is loaded with new features. The tower reaches consist of narrow passages and buildings. The real action is again on top. You'll encounter

[illegible]

These convert Sonic's horizontal speed into vertical thrust

These swooping sprites seem to respond to screens that Sonic sets off

Great fun. Step in and shut the door, and be whisked off in any direction

[illegible]INGS

These are found inside buildings, riding on tracks, trying to discriminate by

EGG CUP LIFTS

Jump into the hatch and the lift spins round a vertical shaft. These normally lead somewhere important

LITTLE PEOPLE

Apart from the main game there is a wholly separate two-player game, in the mould of Sonic 2's split-screen option. The gameplay is here refined to a speed match set across one of the six following zones. Each is a short course of five laps. By stepping on the single button, a bonus (speed shoes, rings etc) is released in a bubble

THE SPECIAL ZONES

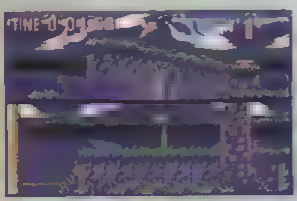
Previously, Sonic games had one special stage. Call it extravagant, but Sonic 3 has two. By their entrances so shall you know them

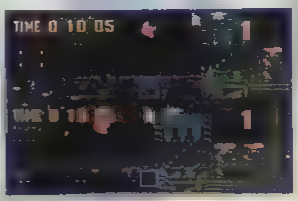
CHAOS ZONE

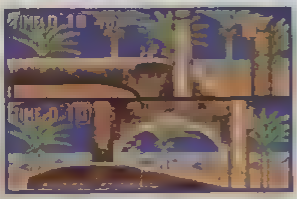
These are where the six essential Chaos emeralds are found. They are reached by jumping into the giant rings, which are always hidden within the scenery. The zone is a sphere, with Sonic running across the surface. The aim is to collect all the blue balls whilst avoiding the deadly red balls. Get them all and the Chaos emerald appears. All six are needed to complete the game

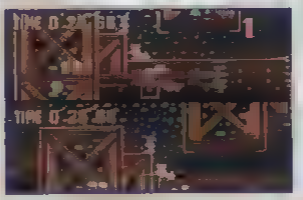
BUBBLE GUM ZONE

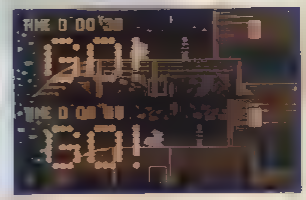
This secret room is found within lampposts, if you hit them with 50 rings. It's a vertical shaft with a treasure trove of bonuses in the holder at the top. The only way to release these gum balls of pleasure is to bounce off the side bumpers and twirl the handle, but the bumpers disappear!





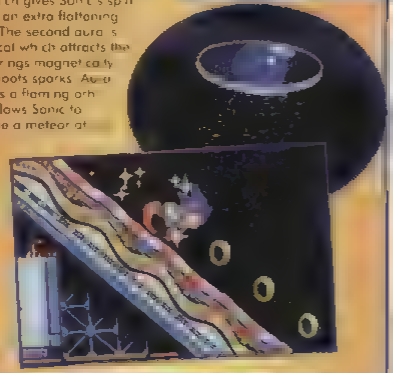


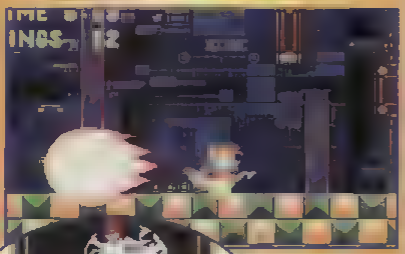




POWER UP!

Sonic finds extra power in the invincibility and lives in the Apple Mac computers. Now there are also offensive powers that bring Sonic the new auras. Aura one is a bubble which gives Sonic a spin power an extra flattening edge. The second aura is electrical which attracts the metal rings magnetically and shoots sparks. And three is a flaming orb that allows Sonic to become a meteor at Cart



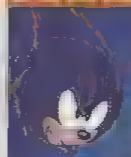


What a cheff!

LONG TERM REPORT

BREAKDOWN

COMMENT



As I said in last Month's review, Sonic 3 had [illegible] Sonic will [illegible] incred[illegible] previous [illegible] speed is here. [illegible] enhanc[illegible] there has [illegible] overhaul, with [illegible] more detailed [illegible] the wheel [illegible] zone [illegible] them any [illegible] the game [illegible] abundant [illegible] rollercoaster [illegible] to finish. [illegible] moment [illegible] more apt [illegible] pick their [illegible] but mine has to be [illegible] Zone, probably the most tricky programmed platform game in Megadrive history. Catch the skiing section, the bosses, the amazing special zone. Sonic 3 is a gem, in fact it's six. Remember the real game is getting those emeralds, and to borrow a slogan, that really does take Ages!

[illegible]

Sonic 3 has eight separate battery save positions. At 16-Megs the copy reviewed here is a top range Sega cart. But there is more! Sonic plan a deluxe 24-Meg edition of the game with extra levels and enhanced play. There may well be an upgrade for the 16-meg edition a plug through cart with two ends, which will also work with your Sonic 1 and 2 carts, to create extra levels. Excuse me, I've just fainted

PRESENTATION 92

▲ A fantastic set up to save your positions, and the bonus [illegible] game for two-players.
▼ Sonic really should have difficulty settings.

[illegible] 96

▲ Inspired visual images, with the lovelike hedgehog looking better than ever. The scrolling is faster than a bat out of hell and the zones are extremely diverse.

[illegible] 93

▲ Awesome for each and every one of the levels. Brilliant sound effects, and all round suitability. (Special mention for the end music)

PLAYABILITY 95

▲ This is the most playable Sonic game ever. Something magical happens with the control to create the adrenalin buzz that playing brings. Lots of play variety.

[illegible] 90

▲ The special stages are rock hard, and the levels take ages to explore.
▼ You can partially complete the game (without emeralds) within a week

OVERALL 94

Sonic's back! Back! Back! This game re-establishes him as King of the Hill, Top of the Heap and Life Emperor of the Platform Universe. Huzzah! Huzzah!

LUN

THE SI

That needs oxy-cutting does that one!

In the vast world that is Lunar, the island of Burg is really quite insignificant. And on this prosaic little isle, there is a piddling 'capital' village, also named Burg. There, the biggest tourist attraction is the monument to Dragonmaster Dyne – a hero of distant yore, and the big event of the year is the annual Lunarvision Song Contest.

You, Alex, are practising for the contest with your girlfriend Luna in your group, Burg's Fizz. With you on harp and her vocals, nothing can go wrong. But a yearning for adventure spoils your concentration. You ache to leave the village and find adventure – maybe even head across the sea to the port of Meribia. Is everyone talks of what a swinging place it is. Are you good enough to follow in Dyne's footsteps? Does your life need adventure? Or just a counselling session with the town social worker.

PRICE: TBA

BY: GAME ARTS

RELEASE: IMPORT

ORIGIN

Lunar is an original adventure, using many ideas from the Final Fantasy games.

HOW TO CONTROL

When walking across the landscape, the D-pad controls the party's direction. It also is used to select from menus.

HOW TO PLAY

Explore the vast landscape of Lunar, solving puzzles, collecting objects and fighting battles.

DEEP THOUG

Devotees of previous Megadrive adventures, like the Phantasy Star series, will be instantly familiar with Lunar. Your quest consists of a series of problems and puzzles, which require information and objects to overcome. An early example is the broken bridge between Burg and Saith. Weird words and demand and friendly woodcutter are all part of the solution.

COMMENT

SUPERGROUP

Alex heads the band of adventurers, and others come and go as events lead to the group.

KATI

Alex's [illegible] whisks injured fighters away from battles.

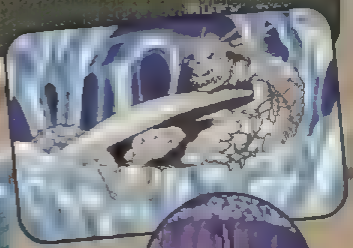
LUNA

[illegible] Her main attack lies in the bewitching.

NAR

LVER STAR

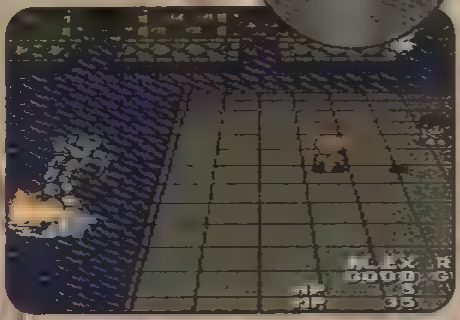
Whilst outside the protection of towns, the party are liable to run into battles. Encounters are generated randomly by the computer, so avoiding them is impossible. Once faced with opposition you choose tactics for each of your band. You may ATTACK with weapons or use SPELLS. FLEE takes a character out of range and RUN removes them from the battle altogether. It's easy to escape but winning battles is the only way to accumulate money and experience.

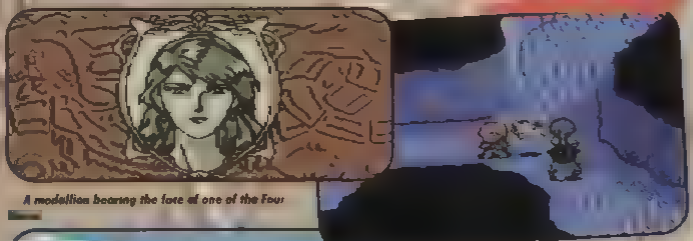


Alex and Ramus indulge in the Funky Chicken.

Detail of the town of Burg.

Around the large scale map there are plenty of locations in greater detail. These caves, towns or shrines provide the dramatic moments of the game, sometimes accompanied by full screen cartoon visuals and CD sound.





A medallion bearing the face of one of the Four

Lunar was a massive hit for Game Arts in Japan way back in 1992. The reason for delay is the vast task of translating such a huge game into English. The conversion programmers, Working Designs, explain this in their CD notes. Lunar has a massive four Megabytes of text, roughly four full Megadrive games!

COMMENT

STEVE

PRESENTATION 83

▲ There are three save game positions, and a very nice mouse controlled system becomes tedious.

GRAPHICS 69

▲ There is lots of variety in the locations, and some nice occasional effects. The cartoon sequences are good.
▼ The battle graphics are poor.

SOUND 82

▲ All the scenes are accompanied by music; spooky for dungeons and jaunty for towns, mixed with the odd spot effects.
▼ Sound effects are few, far between and poor.

PLAYABILITY 85

▲ The game is easy to get into, logical and engaging.
▼ The random battle system is a tedious way of doing things and slows the game.

LASTABILITY 87

▲ Lunar is really vast, and it noticeably improves as it goes. Plenty of RPG for your money.

OVERALL 86

Lunar: The Silver Star is the only dedicated RPG for the Mega-CD. And it's good. Two good reasons for going Lunar over it.

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE

94% - MEAN MACHINES

94% - MEGATECH

90% - MEGA

93% - SEGA PRO

TENGEN

1-2 PLAYERS

PRICE £44.99

BY SEGA

RELEASE JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: FIVE
SKILL LEVELS: 3
RESPONSIVENESS: NOT 'ARF' BAD
GAME DIFFICULTY: EASY/AVE

1ST DAY SCORE

COMPLETED ON EASY

The latest cartoon sensation to arrive from the States — Ren And Stimpy are a hapless dog and a daft cat.

HOW TO CONTROL

Oh perfectionists won't somebody get rid of this utterly stupid box — you all know how to use a blinkin' joypad and I wouldn't presume to patronise you by telling you.

Fire

Jump

Special

Pause

HOW TO PLAY

Control either Ren or Stimpy — or both if you have a friend (unlikely) — as they make their way across six danger-filled locations.

REN

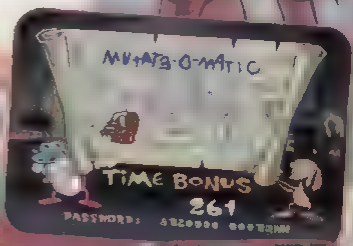
Can you spot Ren, kids? He's in this picture somewhere.

In the States they're as popular as Bartholomew J Simpson and his son and those disciples from hell, Beavis And Butthead. However, in the UK, very few people have heard of Ren And Stimpy — the latest cartoon pairing to hit these shores. With their first series about to start on BBC2 and our US cousins currently enjoying the third, Ren And Stimpy are ready to bring their unique spitting and farting skills to our Megadrives.

For the uninitiated, Ren is a small Mexican Chihuahua and Stimpy is an overweight and extremely dumb cat. They share a small house in the middle of nowhere with Stimpy's stupidity getting them into all manner of scrapes and problems. However, in their unusual way the dippy duo always manage to get themselves out of bother — but not without gross consequences as they smash seven barrels out of each other and wow the audience with their incredibly bad taste antics. It may not sound anything new, but then again neither does Tom And Jerry.

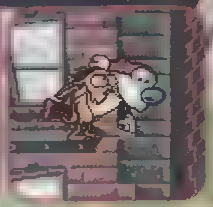
▶ *Oh no, Stimpy has drawn on Ren's last 17 pubes!*

"I don't want to be downward any more," said Ren.



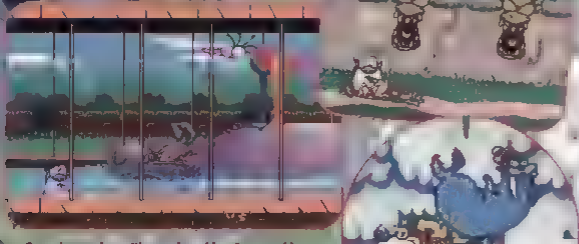
REN-MARKABLE

In another average day for the gruesome twosome, Stimpy has built a machine which he hopes will transfer garbage into edible goodies — the Mutate-O-Rama. In an attempt to prove the machine works to his Chihuahua mate, Stimpy put the machine into hyperdrive only to see it explode, scattering component parts all over the locale — and turning vast areas of the town evil in the process. Thus, before the neighbours start to notice something is awry, Ren and Stimpy must scour the area in search of the scattered parts. Once retrieved, Stimpy must then try to piece the Mutate-O-Rama together so it can be switched off and the locals returned to normality.



STIMPY

"Oh Stimpy I love you so. Be mine always..."



Ren tries to give a Hippo a love-bite. Or something.

Now for February: this fabulous Stimpy Space-Hopper.

WELCOME TO THE NEIGHBOURHOOD

Ren and Stimpy's home town is depicted as a scrolling landscape with the pair running and jumping past all manner of dangers in their search for the machine parts. Starting at home, six stages await our heroes — ranging from a zoo to a building site — and each contains a series of hazards out to sap their already limited energy. The machine parts have been left at the end of each sectioned stage, but the machine has affected the local inhabitants and devices, so the task of assembling the bits is made harder by attacks from lawnmowers, walruses and drills — all of which should be avoided or killed by one of the pairs' special attack moves.

FIGHTING BACK...

With this being the 'violent' world of computer games, neither Ren or Stimpy are unarmed. Ren, for instance, can fend off enemy attacks with a fly swat whilst Stimpy has a far more unique weapon — he whips them with a damp tea towel! However, when the two heroes are close together and an enemy is approaching, their offensive capabilities are effectively doubled. For instance, Ren squeezes Stimpy's stomach so that he howks a thick greeny at the oncoming foe, whilst Stimpy has an even more unorthodox weapon — he lobs Ren at them!

COMMENT

STEVE

I've seen a couple of the Ren And Stimpy cartoons and really can't see what all the fuss is about. The assorted 'bad taste' jokes have all been done before, and fail to impress. Bearing this in mind, it would be all-too-easy to dismiss this platformer as just another passenger on the licence bandwagon. Big mistake. Yes, Ren And Stimpy may indeed be another samey platformer, but it manages to incorporate the cartoon's odd look and over-the-top humour to create a game which is both funny and playable. In fact, it is because of the humorous nature of the many obstacles — mad giraffes and demented builders, for example — that the whole thing works so well. Sadly, some of this potential is lost because the game is far too easy, but even so Ren And Stimpy is a welcome addition to the teetering platform game pile.

COMMENT

LUCY

Bart's out and Ren & Stimpy are in — except that's rubbish cos the cartoon series just ain't as funny. However, this game is surprisingly not too shabby. Another platformer sure but it's utterly playable, looks okay and provides a few chuckles with its mad-cap humour along the way. Not an out and out winner, particularly since it's far too simple an EASY setting but it wouldn't be a bad addition to any novice platform freak's collection.

▲ That bike's like the one in 'The Goodies.' I liked that.

IT TAKES TWO, BABY...

In addition to teaming together to double their offensive capabilities, Ren and Stimpy can also get together to enhance other skills. For instance, during the course of their journey the pair may find a conspicuous looking hole with the word 'Dig' directly above it. Using the A button to effect each character's special move, Ren will either use Stimpy as a road drill, or will find himself being used as a spade. In addition, to bypass larger gaps, the pair can expand their leaping range – with Ren showing himself to be a useful canine helicopter!

New for February: the incredible Ren comb.

The dangers of too much cake are explosively revealed. Box these evil confectionaries now!

T'baccy spitting - the worst habit since eating dandruff.

S'FUNNY THAT

Humour plays a major part in the Ren and Stimpy's adventure, and the programmers have really done their homework to get each character's little idio syncrasies into the game – a perfect example of this is Stimpy's phlegm spitting ability – something he is particularly proud of in the cartoon! S'mutty other bad taste gags include a scene where the pair fill themselves with fart gas and must propel themselves across the screen with nothing but fart power, and a scene where deadly bird droppings fall on our heroes.

PRESENTATION 78

▲ The usual options, and a selection of cutscene movies showing you what to expect.
▼ Nothing particularly special...

GRAPHICS 84

▲ Perfect interpretations of Ren's cartoon cousins. Loads of colour, and plenty of variety in terms of backdrops and bad guys.

SOUND 77

▲ A handful of tunes accompany the action.
▼ The effects themselves are crude to say the least.

PLAYABILITY 83

▲ Immediately playable, and the urge to explore the later stages is very strong.
▼ There are a few 'no win' situations where it's impossible to escape danger unscathed.

LASTABILITY 64

▲ Plenty to see...
▼ But it gets a little repetitive after a while. Once you've seen all the sight gags, half the fun wears off.

OVERALL 73

Smarter than the average licensed tie-in, Ren And Stimpy is far from original, but has the necessary playability in stocks. Worst spending, but worth considering.

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SEGA

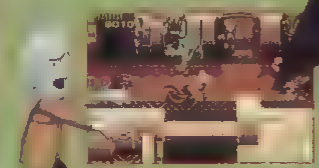
MEGA DRIVE

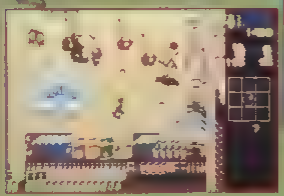
55

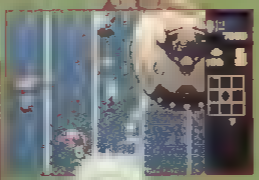
monster levels

like it's up to you.

ZOM







KO

SUPER NINTENDO

BIES

94%

"One of the most inspiring ... You really, really have to buy this." NMS, October 1993

92%

... " Total! October 1993

91%

"... Games Master, October 1993

ONAMI

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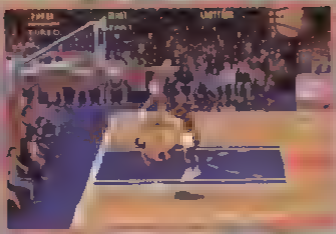


NBA JAM

1-4 PLAYERS

PRICE £49.99

BY ACCLAIM

RELEASE TBA

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 6
DIFFICULTY:
GAME DIFFICULTY:

YOU'LL ENJOY: WOW FOR WIMPS

OVERALL: Conversion of the hyper-popular arcade machine of the same name.

The D-pad is a responsive tool for making the players in their direction around the court.

Pass

Shoot

Turbo

Person with Short Cut

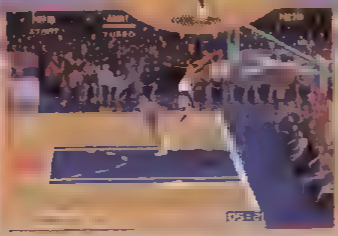
HOW TO PLAY

Use your basketball skills to make your two players score more points than the other two players.

NBA

Everyone reckons they know about basketball. They reckon it's just a bunch of tall blokes leggin' it up and an indoor football pitch trying to get a medicine ball into a hoop. Alright, people will say, so it's really big business in America and basketball players are dead famous, like Shaquille O'Neal and that other bloke, but it s hardly the biggest thing over here in Blighty.

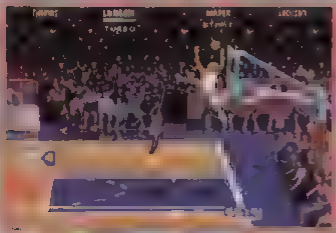
They would, in fact, be completely correct if they were to say all of this. However, this is only half the story. The NBA is actually just a covert front for a large group of avant-garde jazz musicians, exiled from the music and social scenes of the world for their beliefs in diddling their fingers up and down saxophones with little or no interest in what sounds come out. Now after everyone has gone home, after all the hot dogs have been eaten and the specially soundproofed courts are empty the NBA Jam

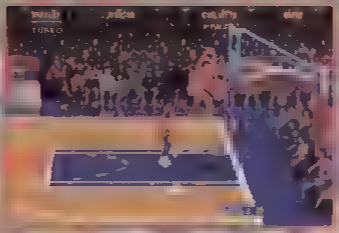


Not a game for those with vertigo!

STRAWBERRY JAM

Since these are supernatural mega-players of hyper proportions, you'd expect the NBA Jammers to have powers and bonuses far beyond those of mortal men, and — hey! — you'd be right. As well as the usual pass and shoot commands, NBA Jam also has a Turbo button. Hitting this allows your player to run much faster, and using the Turbo when in a shooting position in the blue shooting zone makes your chap perform his extra-special super slamdunk. These amazing moves vary according to your position and the character under your control, and go from jumping a million miles up in the air and spinning around before ramming the ball through the hoop to ultra-swank posing backwards shots.

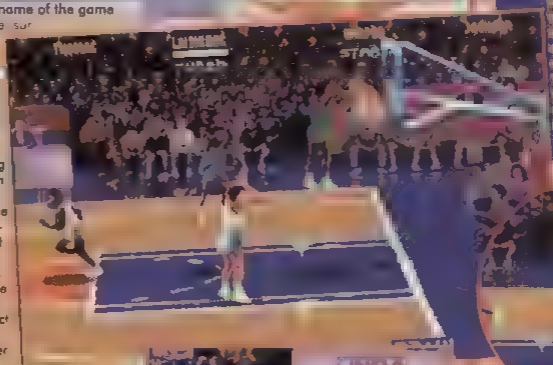




NBA JAM

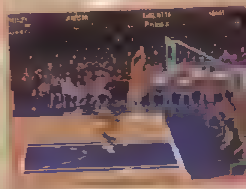
APRICOT JAM

Scoring points is the name of the game in basketball (surprise, surprise). However there's an added incentive for players to score as many baskets as possible. Once any one player scores three consecutive baskets without either the opposition or his own teammate breaking the rhythm, he is declared 'On Fire'. This means that every time your guy gets ahold of the ball it bursts into flames, igniting the hoop should it go in. It also means that player has unlimited Turbo, which makes them an even more formidable opponent. However, once the opposing team scores the effect is rather like that of a cold bucket of water and the player is Off Fire again.



gotcha!

...the jam, second last in the path of an Olympic walking event.



COMMENT

The Megadrive isn't exactly short on basketball games, it's one of the norm, [illegible] play of [illegible] NBA is [illegible] arcade [illegible] the coin-op [illegible] made, [illegible] that the [illegible] really [illegible] pocket [illegible] for team [illegible] made, [illegible] a good [illegible] that it [illegible] your [illegible] on your [illegible] heavy [illegible] ment [illegible] there? [illegible] of [illegible] when [illegible] mate [illegible] for all [illegible], but it [illegible] hollow [illegible] bit. [illegible] is a [illegible] conversion of the very popular coin-op.

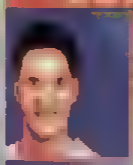
RAD

TOE JAM

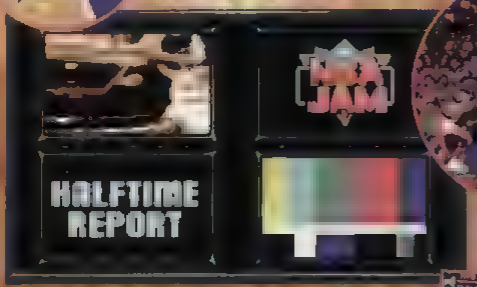
NBA Jam isn't just the official game of the NBA teams, so it's got all the real names and everything. Oh no. NBA Jam also uses real-live actual players that really exist and everything. However all of these players have their own strengths and weaknesses, so it's important to check up just who you're using on the comprehensive team select screen. Here the shooting, passing, defending and three-pointing skills of each and every participant are displayed in easy-to-read bar form. Unfortunately this sometimes leads to arguments in four-player games, going along the lines of "but you've got the best player out of our team and mine's rubbish that's not fair and I never liked you any way

Steve demonstrates his incredible levitation act

COMMENT



The summer of NBA Jam is the Megadrive's clutch of basketball games is well-[illegible] for four [illegible]. Generally [illegible] the need [illegible] the likes [illegible] however, with all [illegible] can really let [illegible] acrobatic slam dunks, [illegible] atmosphere to the matches. [illegible] recommended, as players move instinctively, can't [illegible] to intercept and steal. It is a bit of a [illegible] game, and not sport sim of the century, but as a jammin' basketball game this is [illegible]



Bad 'hood. The player with the ball has just been pick-pocketed.

▲ From the edge of downtown...he shoots, but will he score?

PRESENTATION 93

▲ Loads of options and plenty of the old intermission-cinemascenes. There are stacks of teams to choose from and plenty of attention to detail.

GRAPHICS 89

▲ The animation is absolutely superb.

▼There's only one [illegible] per game, and the sprites are a bit [illegible].

SOUND 88

▲ Okay tunes.

▼Effects are a little bit blimp.

PLAYABILITY 91

▲ Very fast, fluid to control and a doddle of coins to pick up.

▼Not much scope for tactical play.

LASTABILITY 87

▲ One player tournament should take some time to beat — even with the password.

▼Shallow gameplay could annoy real basketball freaks.

OVERALL 89

A highly ace game which fans of the coin-op and non-obsessed sports types will love.

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Home Grown Productions Ltd, P O Box 193, Hayes, Middlesex

1-2 PLAYERS

PRICE: TBA

BY: US GOLD

RELEASE: TBA

CONTROL: JOYPAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: VERY GOOD
GAME DIFFICULTY: MEDIUM

COMPLETE FIRST 3 RACES

Conversion of the ever-green Megadrive title.

Race against the other bikers, watching you don't knocker your motor or yourself by watching your enemys bars. Clobber the opposition to make his exsess.

Accelerate

Jump

HOW TO PLAY

Race against the other bikers, watching you don't knocker your motor or yourself by watching your enemys bars. Clobber the opposition to make

The word "rash" is a pretty horrific one. Just the sound of that syllable sums up the icky feeling. The true mark of sickness, that's a rash. But one rash is more tearsome than any other. One rash would make grown men weep, one rash is the most agonising and humiliating experience ever: a mark of failure. Yes — nappy rash.

The terror of juvenile posteriors the world over, there is still no known cure for nappy rash, although Amazon tribes are rumoured to know a secret preventative technique consisting of a

▼ Decorate a christmas tree — with

...ix of ...ness, ...ree ...ap ...and not ...wearing ...a wy nappies. Nappy rash is now the very hard ...nen across the globe prove their mettle ... some ...uses wandering around in the same ...appy for ...ee to four weeks. Lesser mortals choose the ...alternative ...and rash by racing motor-...cycles. ...The ...me is about those people.

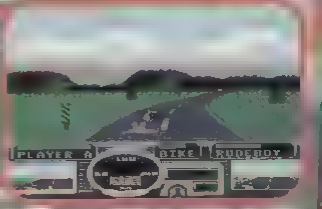
ROAD R

JOIN OUR CLUB

COMMENT

It's about time that Road Rash made it ...ever to ...some other systems. ...ously ...e have ...e at brilliant job of ...conversion. ...very ...are surprisingly ...mited. The sound ...cellent, with a ...tune playing ...the ...game. ...ressive part of the game is the super-smooth and very fast scrolling. The twists and bumps of the course are accurately simulated and there's a real feeling of involvement with the action. If you've been ...ing, this is probably the ...ness ...ssence of its type on the Master System in ages.

...ame ...of ...won't start on you unless they're under attack. The names of especially nice or nasty chaps are usually stated in the advice screen before each race.



RASH

CAUTION! PIG IN ROAD!

Postcards from the edge.

Struggle to pass speed demons in white Skodas.

COMMENT

Yup, can't go wrong with this one... racer ever... and ... mug-smacking though it may seem — even the sound is good! There are plenty of options with a plethora of interesting courses to negotiate. The only drawback as far as I can see... in my mind, it's... In that it's only... Personally not a... I know it's a bit... but generally... only ... with two. The thing is racing games are made for two players and although the computer provides a reasonable amount of challenge for a while it won't last forever. Despite this though it's still a cracking game and worth a look.

PRESENTATION 87

▲ Great title screen and plenty of options. Intermissions are actually useful.
▼ No simultaneous two-player mode.

GRAPHICS 90

▲ Some really... overhead... good... throughout and... amazing scrolling.
▼ ... a bit dull.

SOUND 81

▲ A good tune... accompanies it's action - not at all cacophonous!
▼ The effects are a bit on the limited side.

PLAYABILITY 91

▲ Fast, easy to control and loads of fun to play.
▼ Sometimes feels a bit slippery.

LASTABILITY 85

▲ Loads of courses and it gets very hard further on.
▼ Once a player should complete it in a week or so, though.

OVERALL 88

A great piece of programming and a smart game. Well worth the spends.

1 PLAYERS	
PRICE	£24.99
BY	SONY
RELEASE	TBA

GEAR WORKS

"Gonna get me self connected"

Let's just take time out for a minute and imagine that you're a world famous clockmaker who fed up with the usual putting batteries in Casio digitals and putting new mainsprings in cuckoo clocks, seeks a new challenge. You're really going for gusto, though, because you've decided to travel to the twelve wonders of the world and turn them into giant clocks. We-e-e-ell, it's something to do, isn't it?

Anyway, the problem comes when you have to fit the mechanism inside all the different bits of the buildings. On one side of the screen is a motor driving a cog, and you have to transmit the power to another cog on the other side of the screen by pulling cogs out of your clockmaker's bag and fitting them together in a gear chain. The trouble is, the gears are different sizes and some don't mesh with others, and you have to finish a whole level's worth of gear chains before the motor overheats and there are these little monsters throwing spanners in the works and aww, why didn't you just stick to fixing the cuckoo clocks?

ROUND THE WORLD AND 1-4-1...

There are 12 levels, set on 'floors' of the world's great monuments. As you progress, the layouts get harder and you have to power more than one gear to complete the level.

COMMENT

GUS

Gear Works is a novel angle for a puzzle game, and works quite well. At first, the object appears quite confused, in spite of the instructions, but completing your first puzzle is very satisfying. The main attractions are the masses of levels and the relentless difficulty from the Tower of Pisa onward. The only problems are the bland graphics and the basic nature of the gameplay, which really needs some variety in a game this size. But for whittling away the hours on a Game Gear, there's nothing better ('cept Poplis!).

COMMENT

PAUL

This is a pretty good idea for a variation on the puzzle game theme, and it works quite well, though not as well as I had expected. Once I'd got used to the way the game worked I was zipping through the levels, hindered only by the fact that sometimes gears don't mesh when it looks like they should. The way the gameplay progresses, so that you end up having to connect more and more cogs on the right of the screen, was good, but I think it would have been better to add more and more mechanical gizmos to fiddle with because after finishing the first building and getting halfway through the second I was growing a little bit bored with the lack of variety. I still admire the idea and it's probably one of the better Game Gear puzzle games, so don't dismiss it entirely.

THE CLOCKMAKER'S BAG

When the going gets tough you may need to dig around in your bag for a solution. As well as containing the cogs and a can of oil for loosening any that stick, there are a few bombs for blowing up those misplaced gears, as well as a shotgun for blowing away the little monsters nibbling away at the mechanism.

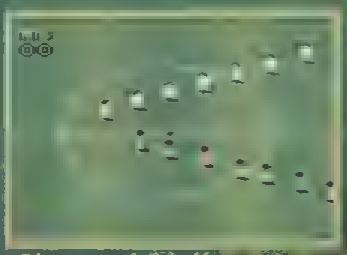
PRESENTATION	75
Simplistic but suitable. Password option.	
GRAPHICS	70
Not bad, but some details are difficult to see on that wavy screen.	
SOUND	74
Suitably jaunty, unobtrusive tunes.	
PLAYABILITY	76
Pretty good once you get the hang of how the game works.	
LASTABILITY	70
Stacks of levels, but the variety wears thin after six or seven.	
OVERALL	71
No Tetris-beater, but a nice idea for a puzzle game that works reasonably well.	

SENSIBLE SOCCER

1-2 PLAYERS	
PRICE	£24.99
BY	SONY
RELEASE	FEBRUARY

Football, football, football. What can be said about football that hasn't been already said in a strange voice by Jon Maiseant Nothing. Which is why we're just going to tell you about this conversion of the multi-format stompin' soccer hit produced by Sefiron Walden's most beautiful game-smiths, Sensible Software.

Basically, it's two-per — 11 players per side, the usual rules, score goals to win, etc, etc. Sensible Soccer also features such essential fripperies as tournaments, 64 teams to play as and against and bits like changing kit colours and that.



▲ Take your partners by the hand, [illegible] 'em in a pen.

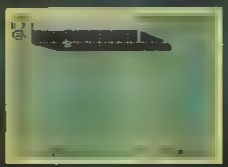
COMMENT

LUCY

Fast, furious football at it's best — Sony have taken all the excitement which makes footy great and slapped it on this cart. I actually much prefer this one to the Megadrive version because on the Game Gear the tiny sprites don't matter, it's just action, action, action all the way. The controls are superb, responding to your every touch. If you like soccer get this and if you don't like soccer get it anyway cos it's fab

HEALTHY OPTIONS

Man, the range of options in this game is vast! As well as the six tournaments (Sensible Cup and League, Euro Super League, Cup Winners Cup, EUFA Cup and European Cup) you can choose the match length, type of pitch (normal, icy, muddy, wet, both), team class (club or international), difficulty (Pro or Under 16) and team colours and formations (there are eight different formations, and the team strategy shows where your squad's players are stationed.



▲ Nothing like an open goal!

▲ Kit choices in the menu [illegible] and a very blocky body)

COMMENT

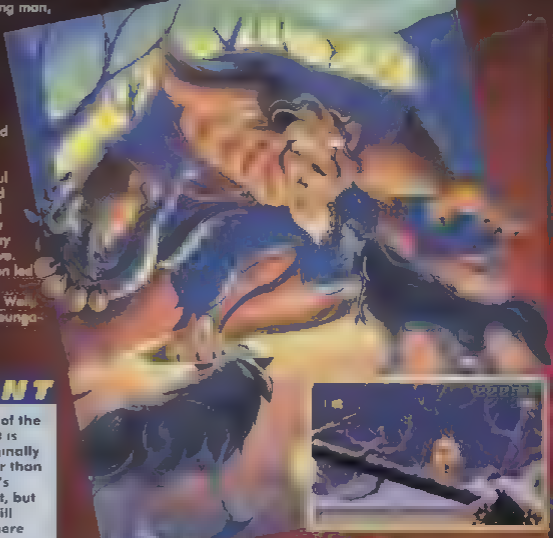
PAUL

The first thing that strikes you about this game is the speed of it. If the [illegible] black and white you could mistake this for 1935 Newsreel Soccer, the way the little guys zip around the pitch. I thought this might spell doom for Sensible Soccer, but the speed and the tiny players don't actually cause any gameplay problems at all, and in fact the game is all the better for them. The ball is of the stick-to-the-feet variety so there's no Kick Off-style troubles with dribbling and passing and the flow of play is fast and smooth. The range of options is more than sufficient and overall this is one cool footy game. If you don't already own Kick Off, I'd recommend you buy it.

PRESENTATION	90
The usual range of extensive football options. Controls are good.	
GRAPHICS	70
Minuscule player sprites which work surprisingly well.	
SOUND	71
Jaunty tunes accompany the menus, rolling crowds accompany the action.	
PLAYABILITY	90
Appears exactly fair at first, but soon you get the hang of the speed it's set.	
LASTABILITY	92
Lots of differently-[illegible] matches to a league and six tournaments to win.	
OVERALL	90
A great soccer game, which is faster and a bit more playable than Kick Off.	

Disney's Beauty and the Beast

Roar of the Beast

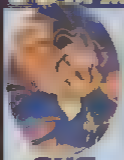


//Hello, Loire Valley estate agents? One is phoning about a chateau one's husband and I saw in your area. One was wondering if it was for sale, because it looked quite deserted. Is it on your list?".

"Well actually, ma'am, that be the home of the old Beast that no one never visits, like. You see, there were this old woman who were actually a sorceress, right. And she goes knocking on that castle, sorry chateau, door. And the door were enewered by a handsome, arrogant young man, which was the Beast like, before he got changed. And even though it were the mid of winter, that man wouldn't give the old crone food nor a little money, like. So she pulled off her cape, like and quoth "Lo, I am not a crone, like, but a powerful sorcer..sorcer...witch, and you've 'ad it mates". And then she, um, turned him into a Beast. And he'll stay that way until he finds love. Well, that's what I've been led to understand, ma'am."

"Oh, how interesting. Well, do you have any untold bungalows?".

COMMENT



GUS

Roar of the Beast is marginally better than Belle's Quest, but it's still nowhere near being a good game. The game structure is so simple, you'd have to be a lobotomised sea-snail to get excited by it. There isn't even any spontaneity, as you soon realise that the baddies all appear at the exact same point every time However, Beast is still an exasperating game to play, due to appalling collision detection and control that responds badly at all the wrong times. There's isn't any incentive to continue, as the nice background graphics are spoiled by minimal animation and hideous music. For a beast game this is a real dog's dinner

THANKS DUE TO:

The beautiful Martin at The Video Games Centre, Bo[illegible] vided us with Beauty and the Beast. Call him with [illegible] on 0202 527 314.

SANTA CLAWS

The Beast may look as appealing as Tarby with a hangover, but supernature has endowed him with some useful defences. There are three basic offensive moves to the game. Each is effective with different foes. Beast moves between a two-legged or four-legged posture by pressing up or down.

SWIPE

The familiar scrape of uncut fingernails. The swipe is the main blow when standing. By holding the button, Beast pulls his hand back for a super hit.

A LOAD OF BULL

The bosses require different tactics. The first is a walking bear rug, with a deceptive fixed grin. The second is a large bullock, who threatens to knock over Beast's precious 'Rose in a jar' crimble gift from Romers.

DOUBLE THE FUN!

Eagle-eyed readers may notice there are two Beauty and the Beast games. Well, in an attempt to appeal to a broad range of players, the two titles have different gameplay styles, to better reveal the landscape in the girly Belle's Quest; beat the living daylights out of everything in the manly Rear of the Beast. But the engine behind both games is very similar. Some sections of the games even 'borrow' the other's hacks. Dress! Read our comments to see what we think, but Yob

TONSIL TICKLING

Beast has a special roar power. With his blood-curdling cry (better than anything Johnny Morris did on Animal Magic) he freezes foes in their tracks for a few vital seconds. However, a curious throat condition only allows him to do this three times per life.

THE PEASANTS AID: REVOLTING

Aren't they just. Later in the game you get to put the fear of God into the angry villagers, and their nasty ringleader Gaston

BITE

Beast's pointy thick of his lion face

FLIGHT

A combination jump and swipe produces a flying mallet-out attack

COMMENT

LUCY

So this is the "boys' version of this game is it? You can read my comments on Belle's Quest for my opinion on that matter but the bottom line is, this version is cruddy as well Basic, utterly boring and yet totally frustrating gameplay combine with a well-drawn but wooden main sprite and loads of predictable enemies. The only emotion this game is likely to inspire is a desire to fling your Megadrive across the room ... don't touch this with a barge pole.

PRESENTATION 68

+ Okay story bits, as if you mind.
- Yes options. Bleug!

GRAPHICS 77

+ The backdrops range from okay to very pretty, with subtle shading. Beast looks good.
- The enemies are rubbish and the animation is poor. Nothing riveting to look at.

SOUND 56

- Eeek! I'd rather hear Angela Lansbury sing the theme tune than listen to this screeching nonsense.

PLAYABILITY 51

+ A modicum of interest as you grapple your way through the tough first level.
- A desire of three seconds does not a whole game make.

LASTABILITY 47

+ Very hard to complete (I should expect).
- Why bother? Not only people who will finish this wear enemies and collect train numbers.

OVERALL 50

Altogether kids! "Tale as old as time...gameplay older still...What a cheesy feast...smells of pong, yeast...Beauty and the Beast

1 PLAYERS

PRICE: TBA

BY: SUNSOFT

AVAILABLE: IMPORT

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
GAME DIFFICULTY: BABY

1 BY DAY SCORE
Dance with the Beast!

Beauty and the Beast is an old fairy tale, made into a Disney animated movie, of which this is one of two licensed games.

HOW TO CONTROL

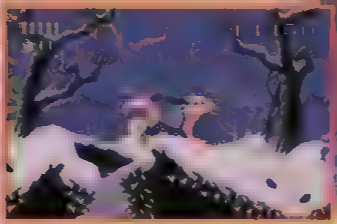
HOW TO PLAY

Guide Belle through the plot, indulging in some sub-games along the way to gaining the Beast's affection.

Once upon a time there was a girl called Belle. Cos this was France, see, and Belle means beautiful, and she was quite fit after all. Anyway, Belle lived outside a small village with her dad, who everyone thought was a loony, because he made crap inventions, and they thought Belle was a bit barmy because she preferred reading to doing the dishes and other womanly things. So let's just say they didn't do a lot of socialising down the village.

Anyway, barmy Belle's dad got caught in a storm and ended up in a hideous Beast's dungeon. So Belle had to offer to be the Beast's companion to let him off the hook. Anyway, she's going out of her box putting up with him and a talking candlestick and teapot, the villagers are turning up with the intention of making Beast steaks, and you'll just have to play the game to see if everything turns out happy ever after.

Disney's Beauty AND THE BEAST
Belle's Quest



BELLE BOTTOM

Belle begins her quest outside the village. It seems there's a bit of a problem with the town's water supply, and it's up to you to figure a solution. You can't visit any of the buildings except Belle's fave the Book Store, but you can talk to everyone. If you want to avoid Gaston and his henchman, hide in a doorway.

TA!
To muchly to the most excellent Martin at the Video Games Centre for coming up with the goods as ever. Give him a buzz on 0202 527 314.

COMMENT

GUS

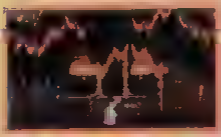
Erk, I didn't think Sega's Aladdin was that good, but look at what might have happened. Belle's Quest is the most ill-conceived piece of tosh on the Megadrive for a long time. It wouldn't be so bad if they hadn't mucked up a Disney license that offered success on a plate. In a pathetic attempt to cater for female players (pink box, non-violent gameplay) they've produced a neutered and bland romp through the most inane sub games imaginable. This would be slightly redeemed if the presentation was spotless. Instead, the animation, graphics and sound particularly are second rate. Don't even consider it.

OLD CLAPPER

Outside the town the main danger comes from those well-known hazards of old France quick sand on the farm tracks and dive bombing sparrows Luckily, Belle has a sprightly jump, and ducks to order.

BELLE'S BACK PASSAGES

Having been forbidden to peek in the West Wing what does our plucky paramour do? Heads straight there However she didn't reckon on rats as big as Jack Russells and bat attacks Sadly there's no control option to take her back to her room and mind her own beeswax



CUTTING A RUG

Having fallen in lurve, Belle and Beast go for a waltz They brighten up the sombre proceedings by playing a game of 'catch the petal' whilst spinning in the ballroom A new event for Come Dancing?

COMMENT

LUCY

What a load of old cobblers — I wouldn't touch this with yours! How anyone can mess up a perfectly excellent licence in such a spectacular fashion I'll never know. The only nice thing I can think to say about it is that Belle is well drawn but she moves so stiffly that you'd swear she'd got an ironing board stuffed up her pinny which pretty much spoils the effect. What makes my blood boil is that this game is supposed to be a 'girl's' version — how utterly sexist! I'm a fully fledged female and proud of it and I find it extremely offensive that girls should be patronised in this way — it's like something out of the Victorian times when women had to be protected and shielded from everything — like life, and decent careers and voting. You can stick your girly pink box and your wishy-washy non-violent adventure nonsense, give me a good beat 'em up any day! Okay, I'm down from my soapbox now and I can only conclude that the animation in this game dire, it sounds awful, plays badly and is dull to the extreme. Don't even think about it

PRESENTATION 75

▼ Big long level codes you can type into the front of the box.
▼ No options at all. Except!

GRAPHICS 72

▲ Some of the backdrops are quite smart, and do capture the atmosphere of the film.
▼ Animation is abysmal, and the game seems not used to death.

SOUND 76

▼ A horrible score has been committed to the original score. The Megadrive can handle music with more style than this game might suggest.

PLAYABILITY 35

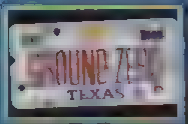
▼ The gameplay is so shallow it hardly qualifies as a game. Extremely basic tasks and unintuitive explorations.

LASTABILITY 27

▼ You might even complete the game in less time than it takes to watch the film. And the movie is a lot more entertaining.

OVERALL 34

Hell's Bells! This is a bloody abomination which "Disney" can the sentenced with its "Mickey Mouse" programming.



CIA Directive GZT 5/11. Situation El Cadron critical. Ground field ops report increased alien activity. General HQ has authorised two courses of action — [illegible] Zero Option. Confidential briefing follows:

The El Cadron situation came to light about three weeks ago. Somehow, a contingent of extra terrestrials made a landing there and have been trying to establish a bridgehead by [illegible] part of 'body snatching' [illegible] — cellular replication in [illegible]ook. Since it was discovered, CIA has kept a lid on it, sealing off the area using a bio-[illegible]ent quarantine order, and [illegible] that to satisfy the media. [illegible] operations base has been set [illegible] to remove the invaders from [illegible] general population. CIA has [illegible] a time limit [illegible] action to prevent further [illegible]. Failure results in [illegible] zero option: [illegible] B-2 with nuclear payload is [illegible]ready and waiting.

▲ What are you saying, buddy?

▲ [illegible] those dodgy Cahon heads.

▲ Your carriage awaits.

I CAN, YOU CAN, BATTLE CAM

You view [illegible] your tactical positions set in the town centre. The battlecam is a combination of self-focusing camera and weapon, fitted with an electronic sight. It's a simple process to switch between the cams. The aliens are aware of the system and aim to put the cameras out of action.

BARRIER PROTECTION

The cams are sturdy pieces of equipment and can take up to ten hits each (damage is shown on your display). As the damage mounts, the camera begins to fail, first losing colour, then definition fails, leaving only outline images. Lose a camera and you've lost a location to the enemy. Lose [illegible] the game is up immediately. Luckily [illegible] shield. Protect your cams by closing these when [illegible]

GUN-HO

The initial cam weapons are [illegible] stun them. The second part of the game involves finding better weapons to blow them back to the [illegible] when they [illegible] ammo.

▲ I told you that was the wrong turning, back at El Paso.

CONTACT LENSES

Cams are [illegible] and three [illegible] location of the alien weapons stash is found in this way. Unfortunately, your ops have a habit of getting abducted [illegible] an eye out for them.

▲ This extra got the job 'cos he was once a Cylon on Battlestar Galactica.

▲ Grimsby Museum Owners Society have a "look-and-buy" rule.

COMMENT

GUS

There's something wrong with a bit of healthy disagreement, and Ground Zero Texas has caused some in the office Personally, I had great fun on it, finding it both an improvement on Night Trap, and much more playable than Lethal Enforcers. The game has a strong random element, so unlike 'Enforcers, you cannot just learn a level. The video is great by Mega-CD standards, and the disc access is so rapid it really knocks the so-called wonder machine 3DO and its abysmal Mad Dog McCree into a cocked hat. However, Lucy finds the early film sequences become repetitive and I tend to agree there. All the best bits are further in, and it's going to take perseverance to see all 110 minutes of film (this is a two disc game) But I must contend that Digital Pictures are knocking spots off 'bigger' systems like CD-i with products like this and Double Switch.

'Watch you don't measure the Cambrian with your sights.

⚠ So you didn't like the bear, eh?

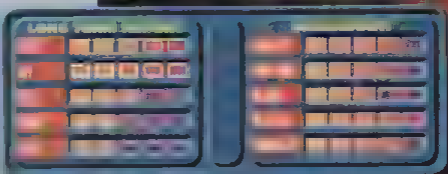
DUCK SHOOT

The shooting in Ground Zero Texas comes in two forms. The most frequent is the gallery-type sequence. Your cross-hair scans a static screen, waiting for aliens to jump out from behind hay bales or pillars. The second type is a live film sequence, where someone suddenly draws a gun. You [illegible] these sequences easily, but many have been filmed several times, with different culprits playing the alien each time!

⚠ Video sequences are often shot from odd angles.

⚠ Now hey, keep cool nice and easy.

▶ Who enters my power and invades my slumber?



COMMENT

On hearing that this game was 'going to change the shape of video gaming as we know it' and because I was a big fan of Night Trap, I eagerly awaited the arrival of this game. I concede that it's technically better than Night Trap — better graphics and faster disc access, and more fun than Lethal Enforcers (I never thought that was much cop anyway) But I didn't think it was *significantly* better on any of these counts and after the initial pleasure at the technical improvements and a couple of hours playing, I soon got bored of the repetitiveness, the macho men and the semi-clad females acting dumb with their chests stuck out as far as they would go. I enjoyed the random bits where anybody in a crowd could turn out to be the target but there's far too much 'shooting range' fare for my liking because it becomes dull very quickly. This game is rock 'ard as well which in some ways is good but when you spend days going over and over the same bit and seeing the same stuff all I ended wanting to do was... something else, like watching paint dry or cleaning the toilet. Not bad by any means but the less tolerant among you won't take it for long

PRESENTATION 87

⚠ A strong intro sequence, and incredibly swift disc access. Easy to control.

▽ No difficulty levels, and the game's plot gets confusing.

GRAPHICS 92

⚠ The expanded video area, using the Cinepak system makes this some of the best video seen on the Mega-CD.

▽ The still shooting gallery scenes look a bit dull.

SOUND 90

⚠ Spooky sound-track and all the atmosphere of spook, guns and a busy Texas town.

▽ The drum roll during the shooting gallery is annoying.

PLAYABILITY 85

⚠ Players are thrown in at the deep end with a fair amount to do. The aiming system appears fair and realistic.

▽ Sometimes there are boring bits in the action.

LASTABILITY 83

⚠ It's a very hard game to make progress with, and it's on two discs that's 1000-Mega!

▽ You'll see the same sequences played over and over...

OVERALL 84

Digital Pictures' games are improving constantly, and this is arguably one of the best so far.

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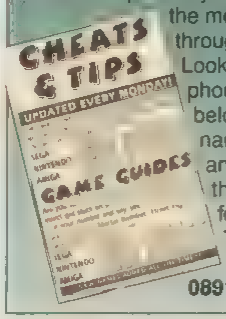

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SEGA Players

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1 PLAYERS

TBA

SEGA

MARCH

CONTROL: JOY PAD
CONTINUES: PASSWORD ONLY
SKILL LEVELS: 1
SAVE BATTERY: NONE
GAME: BATTLE

REACH ACT 3

Double Switch is from Sierra Pictures, owner of hit titles like Space Quest Three. Interesting, cause Space Quest Three is one of our most favourite games.

The Sound means the person around the spaceship can hear the trap panel.

Protect the tenants by activating switches in traps.

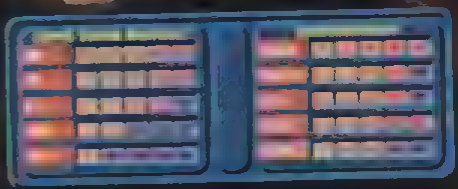
COMMENT

ELVIS

...really like your... but you can't... just... arrived in the city and... she's downstairs on my floor. You know, she... found... went years ago, but she... warn... didn't take it... becau... was just so weird.

...ding there were security cameras, which... kind... the way the... end... but: all 19... kinds... files on... what the... traps. We... steps out...

But w... made her want to run a mile were the neigh... bours! T... two art collectors who share an apartment, this guy who thinks he's a gangster (pin-stripe suits, spats, the... and this Metal band who practice day and night. That's to say nothing of the really creepy handyman. She was sure there must be all sorts going on in that block...



▲ Bill Hicks. What won't they do for a break?

▲ Director. And what is his connection with the Mob?

▲ Mob. [illegible]

▲ Concierge. [illegible]

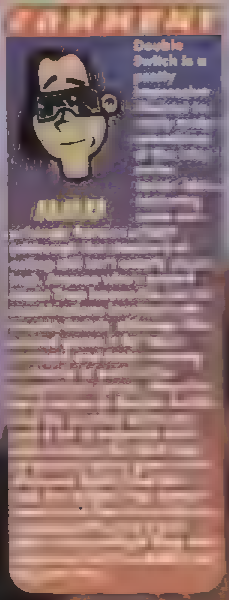
▲ Mob. [illegible]

▲ [illegible] concierge hides a dark secret.

▲ Is the Mob [illegible] out a stop on [illegible], literally

▲ [illegible] Mob

▲ [illegible] Mob [illegible]



▲ Blueprint for victory: Brutes' trap layout

KNOCK THRU TIMES

When the game begins, you meet the young concierge who is locked in the basement. He informs you that he thinks the occupants are in danger, but he is unable to reach the security system. Instead, he has patched you in from an external source. Using the system, you can switch to any room and observe the action. If anyone unauthorised enters, you can catch them if you activate a trap when they stand on the corresponding floor tile.

Someone's put their foot right in it!

TRAP!

The display consists of a schematic of the block, a video window and the trap panel. On the schematic, persons are shown as dots. When someone enters a room, a beep sounds and the entry point flashes. Persons are colour coded: occupants (green), intruders (yellow) and special agents (red).

TECCY BIT

Double Switch uses Digital Pictures new Cinepak and Instaswitch patents, to improve the video images. Cinepak allows a greater screen area to display Full Motion Video, making the picture much clearer than Night Trap. Instaswitch cuts the disc access so much, that close-up rooms and transitions, have no nasty interruptions.

NIGHT ON THE TILES

At the heart of Double Switch is the trap system. Each room has a variety of traps, each with a comical effect. Watch out for the following:

CHANDELIER

The chandelier swoops down, knocking the unfortunate burglar into a waiting trapdoor.

TEETER TOTTER

Some intruders caper around on this trap for ages before sliding in.

COLUMN

When the cheeky so-and-so tap dances on this trap, give him something to think about.

FILING CABINET

File your intruders under 'missing' by jobbing them into the drawer.

MURDER, HE WROTE

As well as a detection game, Double Switch is a bit of a murder mystery. After the concierge is released, the game moves into its second phase. Here you must mop up with the story by eavesdropping on the tenants' conversations, to discover [illegible] in their midst.

PRESENTATION 92

▲ Brilliant styling to the whole production, very clear layout, lifelong film scenes and FMV of excellent quality.

GRAPHICS 91

▲ The traps are imaginative, and the actors really make a meal of everything. The size of the video window is quite big.

SOUND 91

▲ The soundtrack is much like the Batman TV series, [illegible] ▼ [illegible]

PLAYABILITY 90

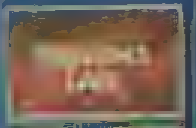
▲ Extremely intense [illegible] sections of points, with a flurry of interactions requiring [illegible] reactions and planning.
▼ The game is simple to [illegible]

LASTABILITY 85

▲ Double Switch is fun to play, even if you do know what's [illegible]
▼ 'Mapping' the game is an easy way to shortening its life.

OVERALL 89

The fastest, best-looking and most playable of the FMV trapping games so far. A bit [illegible] frankly.



1 PLAYER

PUBLISHER: TBA

DEVELOPER: READYSOFT

RELEASE: MARCH

KEY FEATURES:
CONTROL: ANY PAD
CONTROLS: INTUITIVE
SKILL LEVELS: 1
RESPONSIVENESS:
VISUAL PRESENTATION:
GAME DURATION:
REPLAY:

1ST DAY SCORE:
COMPLETE FIVE ROOMS

ORIGIN

Dragon's Lair is a direct conversion of the 1983 Laserdisc coin-op.

HOW TO CONTROL

The D-pad is the main control interface. Make simple movements as choices of Dirk's next course of action.

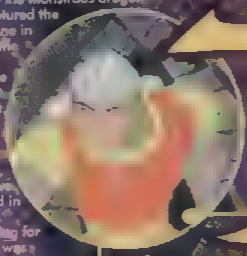
- A: NO FUNCTION
- B: SWORD SLASH
- C: NO FUNCTION
- PAUSE

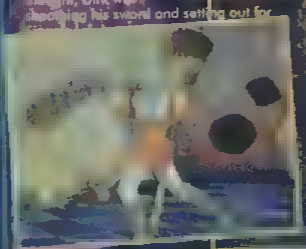
HOW TO PLAY

Make your way through the 28 animated chambers of Singe's castle, working out the safe sequence for each one.

Whilst the rest of the knights roistered in the great hall below, one sat glumly in his chamber. Dirk had always been a laughing, stout-hearted fellow. While they swapped stories of [illegible] and jilted the day hours away in the [illegible] the clash treaties. Occasions like the Great Feast [illegible] to ridicule [illegible]. Dirk [illegible]

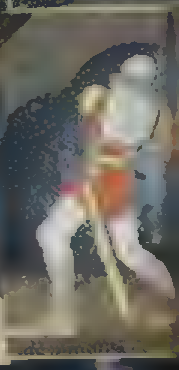
[illegible], it looked as [illegible] changing. A herald had arrived with [illegible] news — the monstrous dragon Singe had captured the Princess Daphne in his tower. All the other knights suddenly came up with a host of excuses not to go: "I've got a note from my Mum", "Sorry, already got two weeks booked in Majorca", etc. Without pausing for thought, Dirk was [illegible] his sword and setting out for [illegible]





SEIZE THE MOMENT

The gameplay in Dragon's Lair centres on timing and anticipation. In effect, you are watching a pre-recorded cut-[illegible] [illegible]. Your interaction is only required at specific points, when Dirk is in danger. Interaction consists of a series of simple joystick movements, or pressing the button to swing Dirk's sword.



GON'S
AIR
FLASH OF INSPIRATION
Fleeting and
cance in Singe's castle. Doorways and objects
direction, but sometimes they are traps to be
COMMENT
GUS
Well, it's finally here People have been predicting a perfect con version of Dragon's Lair for years, and when it finally happens you can only think, 'why bother?' The gameplay is ancient, indeed it was unsatisfactory at the time. There is very little interaction, and playing it is just a matter of trial and error For all that, Dragon's Lair is a great game to watch other people play, and strangely compulsive in itself. The graphics are fabulous animations, almost of Disney quality For a short while, the compulsion to combat the awful joypad response is high, just to see the next imaginative sequence But for 40 odd quid, there's very little game here What we have here is a collector's item, perfect for someone who always wanted to own this quirky but endearing product of the early Eighties For anyone else I wouldn't advise breaking the piggy bank

UPSTAIRS, DOWNSTAIRS

The chambers are played sequentially, with restart points every three or four rooms. Some are complex, others are simple.

FLYING HORSE
This bucking bronco ride is one of the most challenging and fun sections of the game

SLIME CAULDRON
Dirk valiantly battles the slime monster and a smoke creature from the cauldron

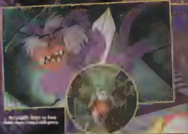
TENTACLES
Trapdoors in the ceiling fall to release hideous green feelers, which Dirk must nimbly avoid them

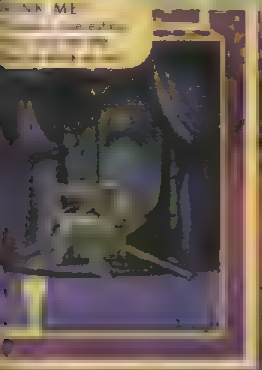
THRONE ROOM
surge across this oval chamber

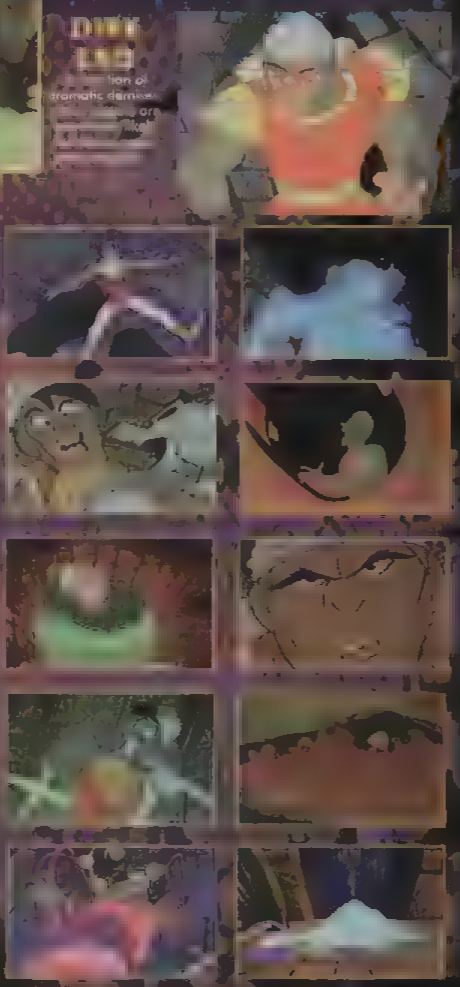
COMMENT

STEVE

When you consider that the Dragon's Lair coin-op's lasting appeal could be measured in mere minutes, this conversion seems rather pointless. Granted it is as perfect a conversion as you could have wanted – but that's not really the point. All Dragon's Lair does is succeed in using more colours than any other FMV game. A major achievement in terms of technical advancement maybe, but what about the playability? Well, quite simply there isn't any. By rights moving Dirk at the right time should be a simple matter of trial and error, but the game requires such precise timing that you can spend ages trying to complete a stage, only to fail next time you use the same method. Such illogical gameplay hardly inspired me to rescue Daphne and, if it's this much bother to get her back, Singe is welcome to her.







LONG TERM REPORT

BREAKDOWN

PRESENTATION 89

▲ The brilliant intro of the arcade game is here, and the disc access massively improves on the coin-op's.
▼ Several presentation screens are missing.

GRAPHICS 96

▲ Digitised and rendered scenes from the arcade game are here for the Mega-CD. The animation is very smooth and beautifully coloured as well as being atmospheric and exciting to watch.

SOUND 93

▲ Lots of brilliant sound FX, where Dirk hums and hows, shrieks, yelps and growls. Music comes in short sharp bursts.

PLAYABILITY 65

▼ Err, not much. Playing it is just a matter of learning the moves for each chamber. Very little interaction beyond some tricky timing.

LASTABILITY 67

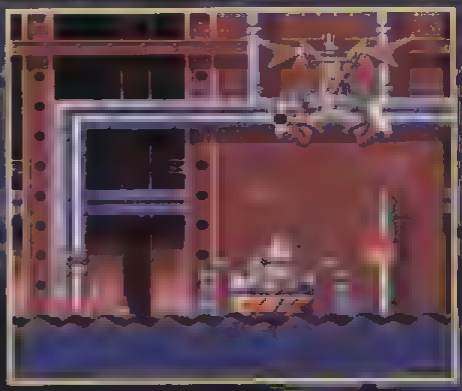
▲ You will want to complete the game, because it looks so good, and it's not a total waiterer.
▼ There are only twenty levels, which play the same every time.

OVERALL 67

It's an excellent version of Dragon's Lair, and quite a showcase for the Mega-CD, but one player isn't going to get enough use to warrant the price tag.

You know those Prudential ads that everyone is heartily sick of: "I wanna be a slug", "I wanna live in conglomerates", "I want to be out late". Well, this here game Socket could easily be cast in the next instalment — sitting in front of a Megadrive thinking "I want to be Sonic", because this game wants to smell of hedgehog sooo badly.

It has a time-travelling plot, the sort of inter-dimensional mix-up that Stephen Hawking has made popular. In the year 2092, a psycho called the Time Dominator is busily feathering his nest by drawing luxuries and power from past eras. This of course causes disturbance in the time continuum. So what does the universe come up with to thwart him? A electro-charged duck in trainers with a plug coming out of its bum. It's going to be one of those years.

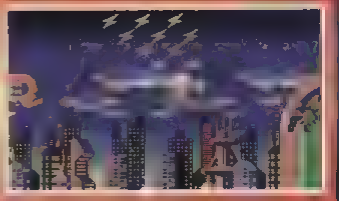


A Socket displays his outrageous two-way parting.

SOCKET

N-R-G

The nature of Socket's electric power is a mystery but it's a vital ability nonetheless. Socket's sparks will destroy most enemies easily, and are a match for the manifestations of the Time Dominator. However, they only have a short range. Conversely, Socket needs constant recharging as his energy slowly drains (shown by the power gauge). Rotating sparks are collected to serve this purpose.



IN THE ROUND

The game of Socket is split into seven zones, each with three different rounds. The rounds are given names to reflect the type of gameplay. The first round is always a High Speed Zone. Here the lay out is simple, with lots of accelerating devices, and long sections to reach top speed. The second round is the 'Athletic' round, which involves long jumps, lots of enemy-dodging and hilly sections. The final zone is always the labyrinth area, which is a denser sort of platform arrangement, which normally takes some exploring to work out.

TIME

VIC TOKAI

GRAPHICS

CONTROL: OFF PAD
CONTINUE: YOU'RE STILL LIVING !
SOUND EFFECTS: GAME DIFFICULTY: EASY

Vic Tokai created the character of Socket, but the game style owes a lot to Sonic the Hedgehog.

The Socket controls for right movement, jump, duck, throw.

POWER

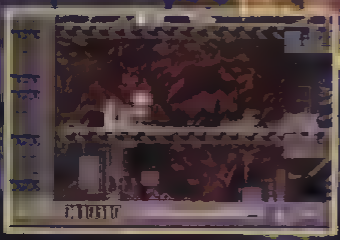
SPEED

JUMP

PUNCH

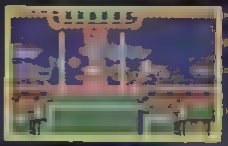
HOW TO PLAY

Reach the end gate of each level then defeat Time Dominator.



BIG TIME DOMINATION

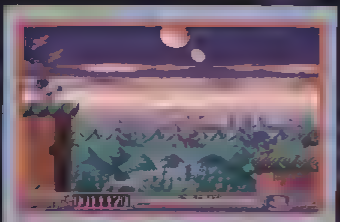
The Time Dominator is an old style platform game, who arrives in various [illegible] third zone of each level. Socket's energy [illegible] enough to dispatch him, and release the time-machine leading to the next zone.



COMMENT

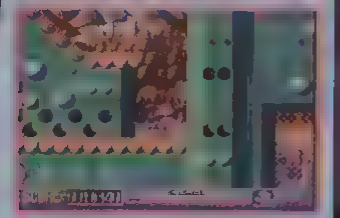
GUS

Even if you like Socket's gameplay, you can't really pretend it's original This is so clearly a Sonic rip-off in both style and execution, though not matching Sega's own in either category. After a fashion though, I found myself enjoying the early levels, as the game is slick and fast and Socket himself is very responsive. Unfortunately it's all a bit too slack. The levels are too easy and too many continues fall into your lap. Time Dominator also offers slight resistance Otherwise the game looks quite presentable, but you'd be bonkers to buy this in preference to Sonic 3



The Athletic round tests your control skills.

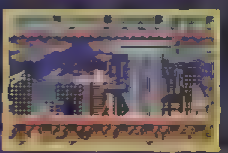
The High Speed round is for getting good times.



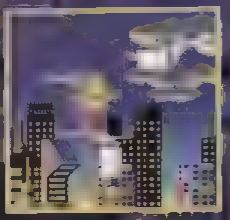
The labyrinth round requires some exploration.

BEYOND THE DOOR

Socket has not one but several special zones reached by walking through doors set into the scenery Each of these confronts Socket with a different task Complete it and Socket will be placed at a convenient point of the landscape In one zone you must release a row of beads that act as a moving platform to take you to the exit at the top



▲ Underwater bit of a bonus Socket.



▲ Socket looks a spunky wizzle with his light on.

HISTORY OF THE WORLD PT.1

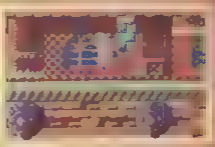
Here's a glimpse at the cavalcade of backdrops n' hazards of Socket's quest

EMERALD FOREST

The green green grass of home and lots of a zarre haz ards Use balloons suspended platforms and watch for pro-ecting thorns On the abyrinth zone examine the green cheesy walls for passages

TREASURE CASTLE

Here the w nd doth blow! There s also a ma or sp ky bal problem and the hazard presented by large wooden stakes with a habit of fa ling



OLEIN MINE

Excel ent g ssy ssel ork and a serious of modcap mine cart rides for Socket Sp ning buzzsaws may cut you to the quick

STONE AGE

An assemblage of prehistoric life-forms (to match the game-play) todd e about the volcanic levels and those caveman built bridges are so unre liable

LUCY

I couldn't agree with my learned friend more, I really quite enjoyed playing this game — it's easy to get into, it's fast and very responsive and there are some really neat bits in it like the mine section and the various bonus levels. But there's no getting away from the fact that it's a total Sonic rip off which quite frankly doesn't make the grade in any respect. I much preferred it to Bubsy — this game actually makes you want to carry on. But it's far, far too easy so you'll zip through it in no time at all and it's the same old story — once you've finished, there's no incentive to go back Not bad, but not worth 40 quid

▲ After losing a number of Socket heads around.

▲ Underwater bonus level. Forget your fish fingers.

PRESENTATION

▲ A time trial mode lets you play the High Speed Zones against the clock.

▼ No options worth mentioning. Complete lack of originality.

74

GRAPHICS

▲ Very fast, smooth scrolling and some impressive areas of background

▼ Socket has a tendency to flicker with some ill-conceived colours the poor main character.

80

SOUND

▼ The music uses the Megadrive's sound capability to a more reasonable tune. There are some incredibly annoying spe-FX.

67

PLAYABILITY

▲ Very playable to the early stages, due to the speed and responses.

▼ The lack of original features, and 'feel' to the game spoils playability.

78

LASTABILITY

▼ It's too easy to a few goes you'll do a rocket through Socket.

60

OVERALL

68

An above average game in terms of look and play, but completely derailed by Sonic and his works.

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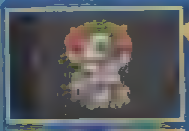


1 PLAYER

PRICE £34.95

BY CORE DESIGN

RELEASE MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORDS
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE

REACH THIRD STAGE

ORIGIN

An original title, Bubba is an extension of the arcade/adventure genre with a large puzzle element to the action.

HOW TO CONTROL

The D-pad is used to control left/right movement functions, with the down direction used to crouch.

- JUMP
- USE STUFF
- THROW
- PAUSE

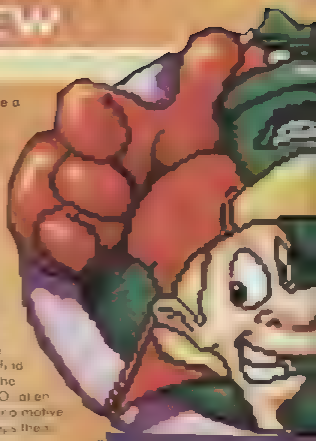
HOW TO PLAY

Guide Bubba and his mate Stix through five scrolling worlds in search of a way home. Numerous object-related puzzles stand between you and home.

A

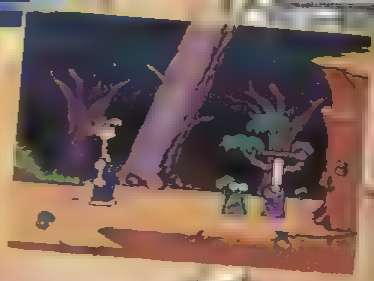
the creatures they cause a riot of such proportions that the ship is thrown out of orbit and crashes onto a jungle planet. Spotting a rocket base on the horizon, Bubba and his new mate Stix decide to head there, unveiling the [illegible] on the way.

[illegible] of [illegible] is hardly the [illegible] of a normal human's life. What ever happened to games where people simply went to work to find an [illegible] by the way they'd use there? Or alien ships from Mars with no motive [illegible]. Still it keeps them [illegible]

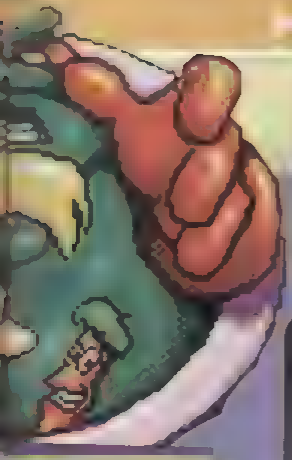


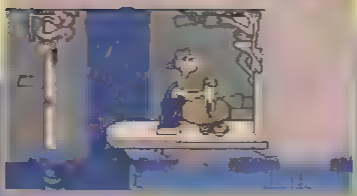
GIVE IT SOME STICK

▼ Whoa-oh, it's Greased Lightning...



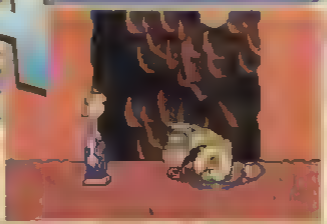
[illegible] ther with [illegible] ch, the [illegible] jump [illegible] ey [illegible] ets out [illegible] lots. However [illegible] weapon of [illegible] throw [illegible] proves fata to the local[illegible].



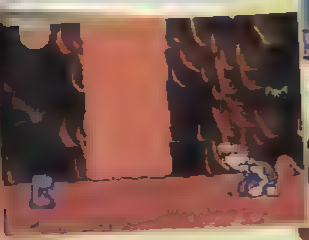


SEND MORE BRAINS!

In addition to fending off attacks from all manner of weird creatures, Bubba's brain cells are also put to the test. Starting with simple techniques such as wedging the stick into cracks for use as a platform, the game gets progressively harder as the individual puzzles link together to form one big poser. For instance, the third stage is set within a space station, and Bubba needs to round up a series of alien beings and take them to certain areas within the ship. In all, five creatures need to be moved but this seemingly simple task ends up like a binary version of 'One man And his Dog', with Bubba guiding his charges through teleporters, past deadly electrical beams and past alien guards! Similarly comical puzzles are also thrown into the mix – for instance, at one point Bubba wedges Stix into a nearby tourist's mouth to get the wooden fellow past customs disguised as a cigar!



Ralph had the strongest feeling he was being watched.



Rather literally.

"Come closer, laddy-boy" said the monster with the deceptively large mouth...

COMMENT

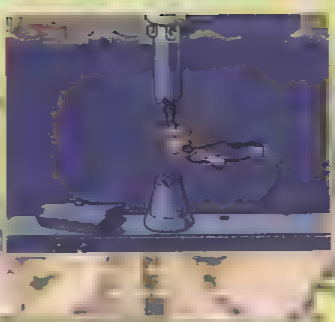
STEVE

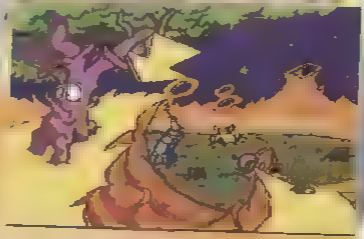
To me, the arcade/adventure is one of the most satisfying genres in computer gamedom. Unlike dull RPGs or adventures, the results of your actions are immediately visible and keen reflexes are still needed. Thus, after a few scant months, the arcade/adventure is back in true style – in the form of Bubba'N'Stix. The combination of cartoon graphics, off-beat humour and brain-taxing puzzles is a real winner, and mix together to create a game which will keep you glued to your screen as you work your way across the five levels. The game's puzzles start off easily enough, but by the time you reach the space station, you'll be tugging your hair out trying to shepherd the aliens to the necessary zones. That said, though, some of the puzzles are blindingly obvious, you'll kick yourself when the answers become apparent. In all, Bubba is a rather smart little puzzler which is well worthy of attention. It may not hook you instantly, but once it gets under your skin you'll be playing it for ages to come.

COMMENT

GUS

One of the most appealing things about Bubba'N'Stix is that is eases the player into its many puzzles. Initially, the only thing you have to worry about is wedging Stix into knotholes to create a handy platform, but after a while combinations of teleporters, switches and water outlets add to the fun — prompting several hair-tugging sessions, too! On face value, Bubba doesn't seem particularly great. It looks very nice with large sprites and an assortment of cutesy characters, but it's only after several hours have whizzed by as you pick your way through the second stage that you realise that it certainly excels in the gameplay stakes. It may not have a licence attached, but let's hope Bubba'N'Stix gets the recognition it deserves.





HOLIDAY '94

We come to the world of Bubba N Stix a world full of interesting sites and unusual creatures. A world spanning five continents each of which would make you think you're in a different world. Yes, join us now as we pre-

EXPLORE! The forest with its bouncy mushrooms and trees which are prone to chasing tourists

LAUGH! As you enter a space station full to the brim with deadly ray guns and electrical barriers

RELAX! As boiling lava courses by as you pick your way across the

curiously-perched stepping stones which are the only way to safety!

ENJOY! The Atlantean city with its ever-rising sea level and crumbling buildings

REJOICE! As the journey back home takes through the most hostile customs zone you'll ever see

For more details pick up a brochure from your nearest travel agent

CD GOINGS-ON

As with Chuck II Son Of Chuck Bubba's CD bound. The basic gameplay will remain the same, but the game's soundtrack has been greatly enhanced and a massive cartoon intro shows Bubba's incarceration, consequent escape and the crash which lands them all on the planet. We'll have a full review within the next issue or so.

PRESENTATION 84

▲ A password system allows you to skip past the earlier stages — but won't make the game too easy to complete.

GRAPHICS 90

▲ Excellent, top-quality sprites. Several of the aliens our heroes encounter have real personalities — keep an eye out for the gossiping blokes!

SOUND 81

▲ A pleasant enough tune.
▼ The sound effects are a little on the disappointing side.

PLAYABILITY 86

▲ The forest stage eases the player into the basic uses of Stix, but later stages add new abilities to the wooden hero and discovering these is the key to progress.

LASTABILITY 91

▲ Bubba'N'Stix is smart, has the cool way associately fun... nine. The one level in particular will keep you busy for months — and that's without solving the puzzles!

OVERALL 89

▲ One puzzler which combines a medieval of platform games, a heaped spoonful of puzzles, and a pinch of humour. A fine recipe and one which should be handed down over the years.

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1 PLAYERS

TBA

SEGA

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
END OF LEVEL FOUR

ORIGIN
This scrolling beat 'em up is converted from the smash hit Megadrive version.

HOW TO CONTROL
Use the D-pad to move up, down, left and right and the A and/or the B buttons to punch, kick or special move.

Punch/kick/special

Jump/special with A

HOW TO PLAY
Guide your main man (or woman) through hordes of screen-filling baddies and kick the sh*t out of everyone in sight.

Just when you thought it was safe to walk the city streets again, the notorious Mr Big — gangland leader and baddie extraordinnaire is back again with his gang of thugs to cause havoc and generally make everybody's day a pain in the posterior — usually literally.

The city is once again thrown into chaos with thugs wasting in the street willy nilly and nobody picks up their rubbish anymore! To add insult to injury, Mr Big has nabbed Adam — top of the original Streets of Rage just because he could! It's up to you as ex-cops Axel, Blaze or Adam's little bro Skate (a thoroughly cool dude) to make your way through the turmoil of unpleasant personages, knocking down all you encounter before the final conflict with Mr Big and Adam's eventual freedom. Yes folks, it's bashing baddies galore time and you are in the hotseat. Yippee!

▲ Mikael Bates reveals his plan for world domination.

PERSONALITIES WITH PERSONALITY

There are three rock '[illegible] from all with their own special moves and [illegible] here's the line up for your delectation:

STREETS OF RAGE II

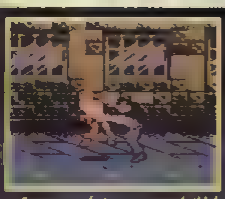
VERDICT

LUCY

For a Master System game, this one is a bit of a winner. Graphically and soundwise everything is pretty much A-Okay. The gameplay is easy to get into and it's great fun trying to suss out the special moves too. I like the fact that you really have to work out how to tackle certain enemies rather than the usual cavalier punch-everything-in-the-same-way-until-it-falls-over routine. The game is fast with little slow down when the going gets tough and only a smidgen of sprite flicker The sprite detection is sometimes a bit dodgy but all in all everything runs as it should. For a basic and addictive bash 'em up this one is for you although some may find it too easy on the lower settings.

GRAB A HOLD OF THIS

you can't go through life, [illegible] without a trusty weapon to grab hold of. There's nothing particularly [illegible] game — they're [illegible] lead pipes with which to [illegible] enemies' heads and knives to arm with or [illegible] mega damage. These are found hidden under [illegible] bins, barrels and the like along with meat and apples to boost your energy bar and the inevitable 1-UPs.



▲ Excuse me, but your magnetic thighs have attracted my lock-nail boots, sorry.

A BAG OF BOSSES

Naturally a beat 'em up just wouldn't be cricket without a number of tasty bosses to take on and conquer. The end-level guardians in this game are all you could ever want out of a boss — and then some. We're talking tough! There's a delightful creature called Zamza, a mutant half metal, half human (ish) creature who batters you with his metal arm and dives at you in a deadly ball of nastiness!

...and you in deep trouble!

AXEL

He's the most powerful of the three and a bit of a whizz on the old martial arts manoeuvres. He's still well into the old punching action and headbutts but now he's added a Dragon Punch type affair as well as a high speed punch.

POWER 2
TECHNIQUE 3
SPEED 2
JUMP 1
STAMINA 2

BLAZE

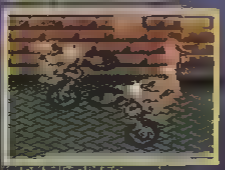
Canny as she is, the Master System's answer to Wonder Woman has been keeping her pecs in trim since the last escapade. Now she's more formidable than ever with a new somersault attack and an ultra-pain inducing short range fire ball. Blaze is the company's best all rounder.

POWER 2
TECHNIQUE 2
SPEED 2
JUMP 2
STAMINA 2

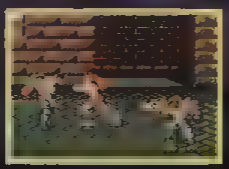
SKATE

This guy is Adam's younger brother and is he a cool dude or what?! His strength is his speed but he's not very strong and can't take much aggro. His speciality is his helicopter kick where he spins round and round taking out anyone in range. His other special is a driller move where he plummets down at great speed on all in his path.

POWER 1
TECHNIQUE 2
SPEED 3
JUMP 3
STAMINA 1



▲ Blaze watches unimpressed as the Ninja Helmets strut their stuff.



COMMENT

GUS

This is, strictly speaking, a sequel, but at first I was hard pressed to see the improvement over the original Streets of Rage. I admit, that judgement was made on the graphics, which haven't really improved much. However, many of the features of SOR II on the Megadrive have made their way over: the new characters, the bigger levels and a brave attempt at a Techno soundtrack on the Master System (hmm, yes, well). This game is also clocking in at 4-Megs, which is a lot of tender flesh for your money. However, I sometimes felt the response to commands lagged a bit. Otherwise, this is good stuff, if not pushing back the barriers for the Master System.

PRESENTATION 84

▲ A reasonable range of options to tweedle with and the overall feel is quite polished.
▼ No two-player game. Bah.

GRAPHICS 85

▲ Quite spiffy for the Master System, nicely defined sprites and varied backdrops.
▼ Some sprite flicker when the screen gets too packed.

SOUND 80

▲ Not the best but certainly not bad — the tunes catch the atmosphere quite well in a heavy sort of way.

PLAYABILITY 86

▲ The game is very fast and easy to get into and mastering the special moves is [illegible]

LASTABILITY 79

▲ The levels are fairly large and on HARD setting it's pretty tough.
▼ But on EASY setting you'll race through it too quickly.

OVERALL 85

A distinctly improved sequel and one of the best scrolling beat 'em ups for the Master System — well worth a look.

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BEAT 16 RACES

ORIGIN

Conversion of the mega-successful Megadrive title of the same name.

HOW TO CONTROL

"Life's a bitch and so am I..." Those thought that was more interesting than telling you to push up, down, left and right at the appropriate moments.

1 Accelerate

2 Brake

HOW TO PLAY

Guide your miniature Micro around a series of courses, from school desks to pondweed.

a small sect of [illegible] of disease. They are not particularly [illegible] delight in [illegible] cold and other [illegible] diseases of this world. Day [illegible] they travel for [illegible] up his [illegible] ...cycle, visiting sickness to everyone [illegible] contact with. They are the Microbe [illegible] ...ever, on a relentless atomic [illegible] ...a small sect of racers who drive around in their [illegible] ...ish to [illegible] ...they're [illegible] ...original [illegible] ...where the player competed on armbands and you had to shoot all the sickness sprites. But somebody [illegible] ...masters got all confused and altered the [illegible] ...with the wrong [illegible] ...now infamous race game.

Micro Machines

RAD

Micro Machines is absolutely one of my favourite games, and it's great to see it spreading over so many formats. It's also great to see that none of the playability of the original has been lost in the transition to Master System. The dinky graphics lack the sheen of the Megadrive version, but that doesn't really matter once you start playing the game. It's fast, challenging and as variety-stacked as you could wish thanks to the eight racing styles what need mastering, guv. It doesn't matter what kind of games you're into, and it doesn't matter if you're sitting there looking at the screenshots now and thinking "Aieee! This looks terrible!", I guarantee that you'll love Micro Machines

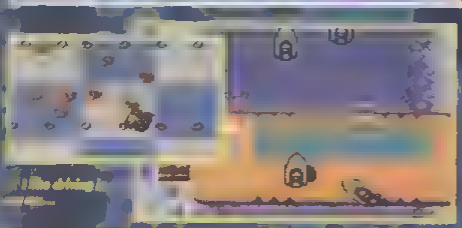
SMALL IS

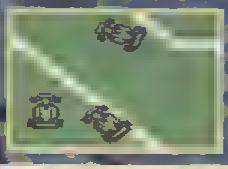
[illegible] the best [illegible] ...y. They [illegible] ...variety in the [illegible] ...and all [illegible] ...problem [illegible] ...particularly tricky, [illegible] ...you

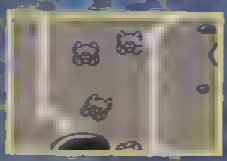
HIGHWAY TO HEAVEN

If you manage to win three races in a row, you're given the opportunity to win back one of the lives you may have lost, or grab yourself an

...decided by the flattrux — a huge off-road ...ehicle-style track. You have a certain amount of time, indicated by a clock in the top left corner of the screen, in which to negotiate a series of off-road style challenges, such as driving across streams. It's only a thin line of stepping stones for ...keep you from plunging to the depths. Should you manage to cross the finish line in the allotted period, an extra life is yours forever.







BEAUTIFUL

You ever get the feeling you've been dealt a marked card?

Nose on the desk or it's the rolling pin you say boo!

SHUNTING

LUCY

Codemasters have done it again! They've taken their time getting this one out compared with the Megadrive and Game Gear version but the result is everything you could want from a Master System game. It has to be said, the graphics are nothing to shout home about but once you start playing it really doesn't matter — it's fast, smooth, easy to control and one that really gets your adrenalin racing as you fight for pole position while trying to negotiate the zany tracks. This one is a winner and an absolute must for a Master System owner.

PRESENTATION

88

Ah, there's options all right, and two player modes and everything. And intermission...

GRAPHICS

52

Extra detail on the sprites.
What they do look a little flat and they're not really pretty.

SOUND

65

...get into the game there's just a ...ffy engine drone.

PLAYABILITY

93

Very simple indeed, and easy to get into, but it takes ages to really know the game, and it's great fun.

LASTABILITY

92

...game should take some time, and it's timeless in two-player mode.
Once completed, one-player interest may begin to wane.

OVERALL

93

The best Master System release in months and an absolutely essential purchase for all 8-bit owners.

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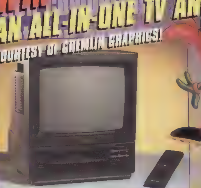

You know when you buy a telly, right? And then you buy a video, right? And then you try and link 'em up, right? Well usually it takes ages, right? And you can never understand which bit slots in where and when you have fitted it together it takes flippin' ages to tune it in, right? DOESN'T IT JUST MAKE YOU FEEL LIKE SCREAMING YOUR HEAD OFF AND CHUCKING IT OUT OF THE WINDOW? Well fret no longer for those exceeding nice peeps at Gremlin Graphics have come up with the answer.

To celebrate the launch on Megadrive, Master System and Game Gear of the platform extravaganza Zool – that feisty friend from the Nth Dimension – Gremlin has dug deep into its pockets and come up with some readies for some utterly fantabulous prizes especially for you, the MEAN MACHINES SEGA faithful.

The lucky first prize winner will bag him or herself a corking GBI video presenter. This handy little widget comprises a nifty 14in screen with a built in VHS player, a built in tuner, a remote control, auto rewind, carry handle and optional accessory carry bag – phwoar!

And that's not all! Five runners up will land themselves a Gremlin Graphics goody bag comprising things like T-shirts, pin badges, postcards and a whole range of luvverly stuff!

IN THE BAG

In order to secure yourself this bundle of wonderfulness all you have to do is answer the three easy-peasy questions below, pop your answers on a postcard and send them to: I WANT TO BE TOGETHER COMPO, MEAN MACHINES, Priory Court, 30 - 32 Farringdon Lane, LONDON EC1R 3AU. Make sure they get here by March 31 otherwise we shall merely fart in your general direction and your answers will be diligently redirected to the nearest bin and be completely ignored.

AND THE QUESTIONS ARE

...NGERS DOES ZOOL ON BOTH HAN...

A ... B ... C 8

A AN ANT B A NINJA FROM THE NTH DIMENSION

C A WATER MELON

CAKE ... IMAGINATION ... C A BOG BRUSH

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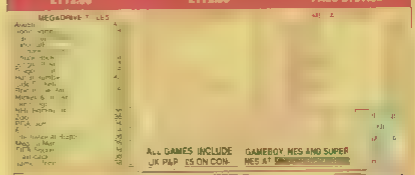

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HOUSE OF FUN

Before Take That, there was New Kids On The Block. Before the New Kids, there was Bros - and before there there was Five Star. In fact, whizzing back through the hordes of now-forgotten teeny [illegible] you're way back past Culture [illegible] to Madness. In fact, such is Madness's [illegible] popularity that they managed to fill Finsbury [illegible] days in a row with [illegible] them to the Megadrive.

Named after the Mighty Boys' only number one, House Of Fun is a four-ten-stage platformer starring [illegible] Clown in typical Madness gear - pork pie hat, [illegible]

"My girl's mad at me, she didn't say a word to me last night..."

FROM CLOWN TO POP STAR IN DIX EASY LESSON

House Of Fun, as I said, is a platformer. Control the Harlequin, who Mr Smash is torturing, and guard the red-suited hero of the floppy-based game, and the Harlequin's heart weapon giving way to Smash's silver discs. The basic mission has [illegible] at the bottom of the House Of Fun - a huge [illegible] tower. Once in, each of the House's rooms are based on different themes - cars, deserts, and [illegible] changing to suit their environment...

Try the House of Fun, it's quicker if you run, this is a themist...

Sherman shirt, and ten-hole DMs - Smash's one task in life is to enter the titular House Of Fun in search of [illegible] Harlequin [illegible]. Using switches to activate platforms and open doors, the basic aim of each level is to locate the exit - with the entrance to [illegible] Clown, who [illegible] bring his collection of silver discs at them!

As of yet, House Of Fun has yet to receive a release [illegible]. But, hey, you can guess where you'll see the first review...

SOUNDS FAMILIAR

...ssibly gets away with the best soundtrack of the bunch. Ranging from the Ol'Skool ...ne Oldham, Greatest Hits Volume 1 ...ers and One Step Beyond. For the most part, the tunes simply ...an the presentation, but the programmers have also ...several tunes which are distant relatives. A perfect example ...is the desert level which is accompanied by a kinda version ...Just To Cairo!

DISC GOES HERE, DISC GOES THERE

...ond section takes the form ... enemy soldiers, and each ... Thankfully, though, Smash's silver discs are fairly effective and kill off any oncoming ...

CLIFF

...seems that everyone wants a slice of Sly. In 199... the was the film star who came in from the cold. ...

...action movies. And both Cliffhanger and ... Demolition Man have been respectable successes, which should please Sony, who are set to release the Mega-CD edition of Cliffhanger, his mountaineering th... ...would be forced to admit that the cart version ...

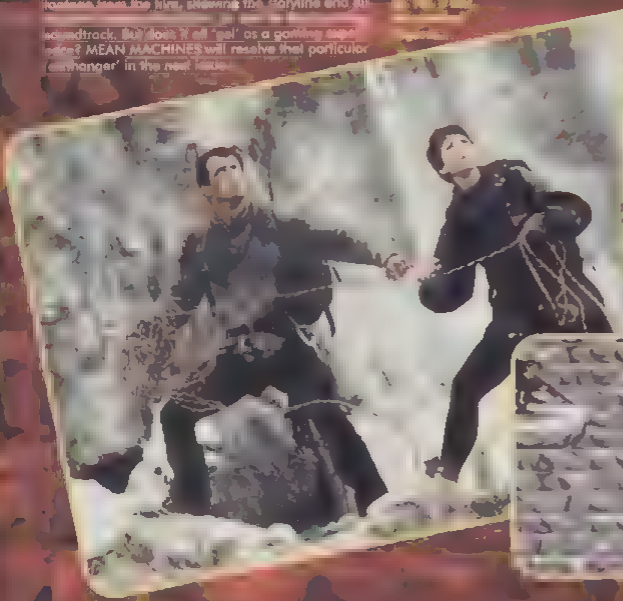
...ing the streets in December, a review cart had ... going to press. However, with the CD they're aiming to make a clean breast of things.

The bulk of the game resembles the cart version... with Stallone and international criminals in a snowy ... up. ... for all the world like Street ... meets Heidi, Stallone makes his ... way across ... and steep cli... ...

...using the Mega-CD's custom ASIC chip for ... sprite scaling, the sec... ...hort lived exhilarating ride down the mountainside, with Stallone racing for his life past obstacles, ... avalanche. It could be the best 3-D gameplay since Batman Returns, ...so packaged with the game to ... ...fortunes from the film, showing the storyline and all ...soundtrack. But does it all 'gel' as a gaming experience? MEAN MACHINES will resolve that particular 'cliffhanger' in the next issue.

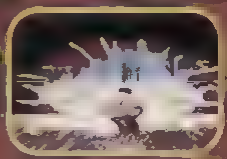
▲ Nope, nothing to do with the post-Apocalypse. Mike Tyson are gone.

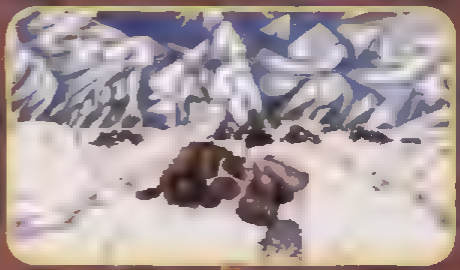
▲ Stallone's John Spartan makes an appearance. Would bullet proof vests be any use?

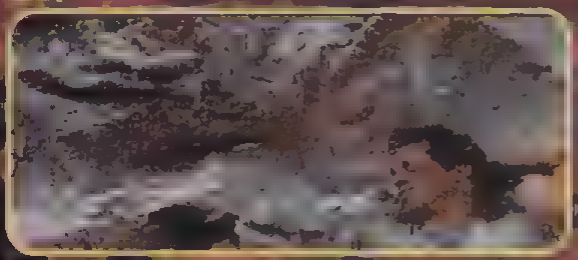


▲ The effects of Mode 7 fly over, as Sly tries to have become the bad guys.

HANGER







1 PLAYER	
RELEASE	FEB
BY	SONY IMAGESOFT
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▲ *Mosquitoes will swarm themselves over this game...?*

MANSION OF SOUL

Two little children, a brother and sister, play happily in the woods, running through the long grass. Suddenly the girl chases across a small clearing, and she is filled with wonder at what she sees. There is a huge clump of flowers, blooms of such bright colour as she has never seen. Above them flutters the most beautiful and fragile of luminous butterflies.

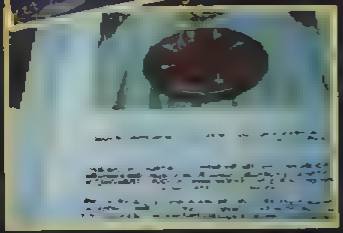
Her brother enters the clearing just as she dashes after the fluttering insect. Following her cries as they both head deeper into the forest, he too enters a clearing. But instead of his sister he stands before a towering building: a vast and crumbling mansion. A house he has never seen in this place before.

This sequence forms the introduction to Mansion Of Hidden Souls, one of the most intriguing of new products for the Mega-CD. Mansion's most impressive feature is it's first-person perspective graphics. Touted in Japan as a 'VR' game, it does indeed present a virtual world of hallways, staircases and chambers. The game involves exploring the rooms of the mansion, looking for objects and clues leading to the discovery of your sister. Mysterious music and echoing voices add to the exceptional atmosphere the visuals create. Mansion Of Hidden Souls is scheduled for a Spring release, with all the speech converted to English already. We'll be seeing you if it leaves us speechless in the next issue of Mean Machines Sega.

▲ *Dear diary, this house is scary. I want out. signed Sue.*

▲ *PRO TIP! If you like to slide down banisters like these, remember to jump off before the end!*

▲ *Florid action deep in the mansion.*



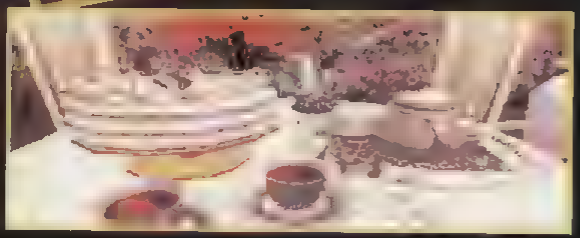
▲ A feature chamber amusingly disguised as a sitting room.

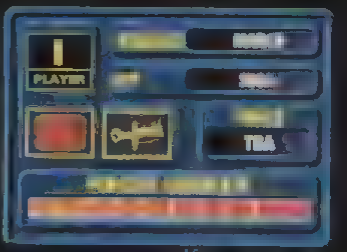
▲ What can you say to a screenshot like that?

THE IMAGE BANK

The mansion's graphics look very realistic, but they are not filmed but rendered. Rendered images are produced by creating a skeletal model of a 3-D environment, before overlaying the model with textured surfaces – wood panelling or wallpaper, for instance – a bit like papier mâché. The technique can produce exceptional results, as seen in Virgin's 'Seventh Guest' on CD-i and PC CD-ROM. Although not looking as clear as these, Mansion of Hidden Souls is a good debut for the Mega-CD attempt at this technique.

▲ It's a rather lofty set of 'apples and pears'



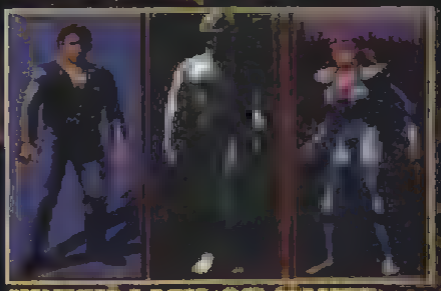


PREVIEW

"Another visitor. Stay a while — stay forever..." Cue maniacal laughter, and you have the introductory sequence to what was probably the most ground-breaking platform game of all time. [illegible] owners were swamped by wave after wave of flick-screen Manic Miner clones, it took US development team, Epyx, to finally break the mould — and the game to do so was Impossible Mission. Of course, it's all-too easy to view these halcyon days through rose-tinted specs, but Microprose are about to test whether the Epyx platformer has stood the test of time as they update Impossible Mission for the Megadrive in an all singing, all dancing, remixed version.

Impossible Mission is a platform-based arcade/adventure in which the player is cast as Agent 4124. An evil genius, Elvin Atombender, has holed himself in a large tower block and is threatening to destroy the world with a series of radio-controlled nuclear warheads controlled from his high security bolthole.

Reconnaissance reports show that the eccentric megalomaniac has secreted the necessary weapon-disarming codes within the many furniture items within the building, so 4124 has infiltrated the tower in an attempt to retrieve the codes and neutralise the warheads. However, time is of the essence as Atombender has given a one hour deadline for his demands, so 4124 cannot afford any hesitation in his search.



FRESH LICK OF PAINT

This version of Impossible Mission is a much larger game which greatly expands upon the original C64 idea. The basic aim of searching the furniture for passwords still remains, but Agent 4124 is a lot more versatile than he used to be, and he can now add the likes of jetpacks and laser rifles to his armoury. In addition, joining 4124 are a T1000-style droid and an as-yet unnamed female agent. Mirrorsoft are aiming to give each character special abilities — for [illegible] 4124 will be the most agile, whilst the robot has slightly more [illegible] to the robot weaponry.

▼ *What can these strange symbols mean?*

OSSIBLE SION 2025

SPECIAL EDITION

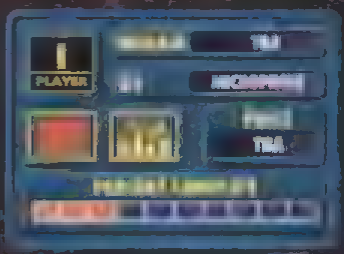
OOH, AE BROMS

Although Elvin is obviously a bit screwy, he's not as daft as he looks. He's surrounded the passwords unguarded. Patrolling the building's various floors are a series of deadly droid drones, each armed with a laser and programmed to destroy sally-shooted Astro Hoist. Contact with these homicidal maniacs results in a fatal end, if this wasn't enough, there are three different robot behaviour patterns to watch out for. Some are programmed to be stupid and others will you're within shooting distance, while the others are programmed to attack when someone is standing near one of the computer terminals dotted around the place. Thankfully, though, also littered about the building are a number of computers which, if the correct code word is found, allow you to temporarily disable the robots in the current room.

▲ Blasting and fighting floods the corridors of terror.

SOMETHING OLD...

Just for all the nostalgia freaks out there, Microprose has included a pixel-perfect conversion of Commodore 64 version! Everything, even the graphics, have been preserved — from the blocky sprites to the assorted sound effects — and even the colour palette has been ported over, too!



CHUCK RACING

▼ Chuck's vehicle comes complete with natty sidecar!

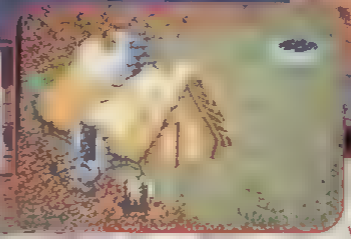
▲ And when I hit my hand against the dashboard, stop.

Move over Mario Kart Core Design are revving up a rival racer to blow the plucky plumber and his mates off the road Yessiree Chuck Racer is a Mega CD race game which features Chuck his son and a host of characters lifted from the two platformers and sees them trying to outdo each other across a series of torturous rally-style courses However for those of you expecting a clone of the Super NES classic think again as Core have more than a few aces up their sleeves Having selected your character from the eight on offer the game begins using full screen scrolling in one player mode and a split screen effect if a mate joins in Chuck Racer's Neolithic courses feature all the usual bridges and rock hazards with a few dinosaurs thrown in for good measure However most impressive is the addition of huge hills and raised bends as Core have created a stunning 3D update system which calculates and tilts the screen as in Sega's Rad Racer coin-op In addition each of the characters is armed with a particular skill so whilst Chuck's son can fend off anyone overtaking with a swing from his trusty club his Dad's belly proves equally effective at seeing off the opposition

To say that Chuck Racer is at an early stage of development is the understatement of the year The game is being pieced together in between the development of Battlecorps by the same team That said though we've managed to sneak a very early peek and can already promise that this is going to be worth watch An exclusive preview is on its way so keep your eyes on these pages

HEIMDALL

A long torchlit corridor in some Norse castle. Probably



Norse legends tell of an almighty confrontation between their many Gods. The Battle of Ragnarok as it was known saw the destruction of nigh-on every Nordic deity and coincided with the end to the Viking reign of terror. Hardly a happy time, it has to be said, but the prelude to the battle is the setting for JVC's Mega-CD conversion of Core Design's Amiga classic.

Legend has it that a mere mortal will have a hand in the eventual destruction of the Gods by locating and returning three all powerful weapons to their heavenly owners. Cast as young Hero, you have the aforementioned mortal — a journey across the known world and a series of hazard-filled isometric screens stands between the player and Thor's hammer, Odin's spear and, well, something else. An axe, I think.

MONKEY BUT NICE

Heimdall is a mix of arcade/adventure and RPG styles, with the young hero and his party of five scouring the scrolling locations in search of food, magic and extra weaponry. Whilst the bulk of the game involves wandering from room to room, an element of strategy is also needed when plotting courses across the eight islands and, when entering battle with the many foes within the game. In addition, only three of your party can be selected so a mix between warriors and wizards is essential.

Core are handling the conversion themselves and the game is currently awaiting a release date. However, JVC don't actually possess a Sega licence so, as with Rebel Assault, there's no definite release date as of yet.

You can say a lot about the Vikings, but they did make lovely cottages.

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Collins
Mean Machines Broadcasting Corporation. For our April edition, programmes will be as follows:

Another chance to see Lucy dealing with the morning after the night before. Also, Ivan tastes a neighbours' all-night party without breaking the law.

lots of it, from around the world and a month before any other Sega mags get it.

Grab a cuppa and a Hob-Nob and relax in front of Claire's popular afternoon prog for people who wear skirts (not shown in Scotland), and see why they call her little Miss Muck. This week she reveals the secret of hovering up against skirting boards and towering heels. Also, ex-Claire's hot spot.

A full sporting programme, including EA's newest PGA Tour game and Konami's hyperdunk basketball, introduced by Gus!

Sir Paul of Davies hosts the monthly forum of topical debate on such issues as, 'Does the 'Bart'n'Ernie cheat for Streetfighter actually work?', and 'Where does Paul get his intro ideas?'. Tips followed by a Lamlashkiller guide documentary.

A very long schedule of exclusive and detailed reviews. May be too exciting for readers of a sensitive disposition.

For some creepy 'rival' mag somewhere. Probably.

"CLAIRE'S NAKED AND THING"

Mademoiselle Claire, of the House of Coulthard, has granted permission for Mean Machines to print some of the smashing clothes from her new Spring collection. Just mutilate the page with a pair of scissors (best to get a grown-up for this one, Mike) and you have your own paper

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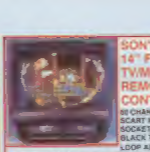

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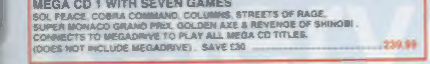

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We pride ourselves on our after-sales service. (We customer service many) Inevitably some items listed may not be available at the time you read this but we promise to check availability before ordering. In the event of delay we shall refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E & O.E

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex.

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Registered Office: The Maltings, Unit 1, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD DISKETTE
UK MEMBERS	**4.00**	**7.00**	**14.00**
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PLEASE PRINT IN BLOCK CAPITALS) OPUS

Name _____

Address _____

_____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00**

Item _____

Item _____

Item _____

Item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

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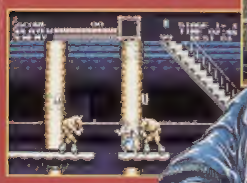

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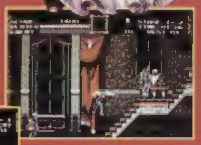

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